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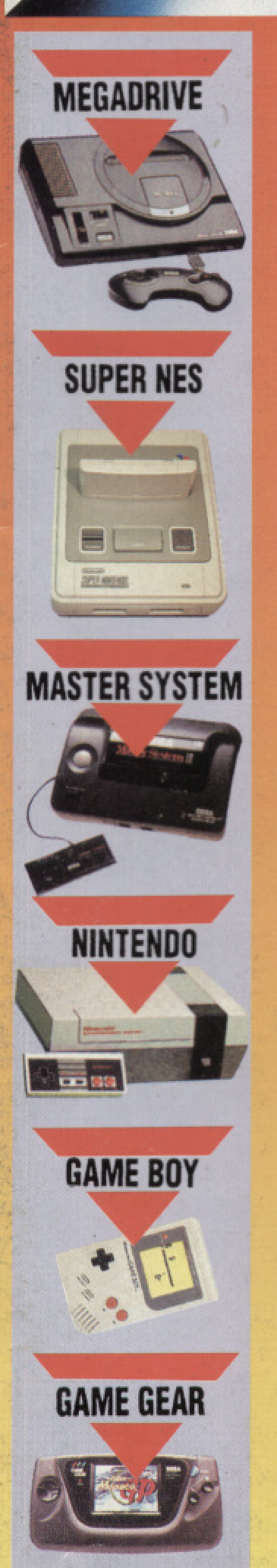


INSIDE!

MEGADRIVE
SPLATTERHOUSE II · AQUABATICS
KRUSTY'S FUNHOUSE · EA HOCKEY '93
EVANDER HOLYFIELD BOXING

SUPER NES
TURTLES IV: TURTLES IN TIME
AXELAY · PRINCE OF PERSIA
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9 770960 495994 08

GAMEBOY SPECIAL · 18 COIN-OP CONVERSIONS REVIEWED!



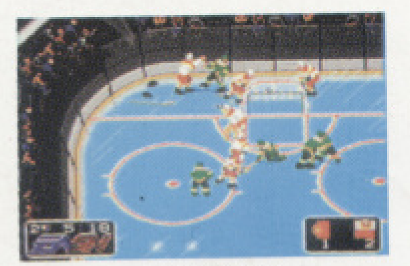
HERE'S SOMEONE WHO KNOWS ALL ABOUT OUR GREATEST HITS

Whatever we've inflicted on the unfortunate star of our advertising, was all done with the best intentions.

After all you need to be alerted to all the latest info on our best-selling, award winning MegaTitles like EA Hockey, Road Rash and Desert Strike.

To this end we make no apologies for doing just about everything bar have him swim blindfold through a shoal of barracuda.

(Now there's an idea.)



EA HOCKEY



JAMES POND II



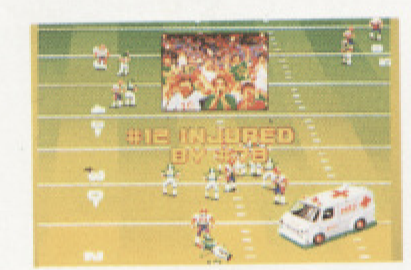
ROAD RASH



DESERT STRIKE



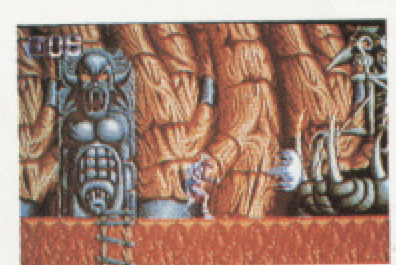
PGA TOUR® GOLF



JOHN MADDEN AMERICAN FOOTBALL

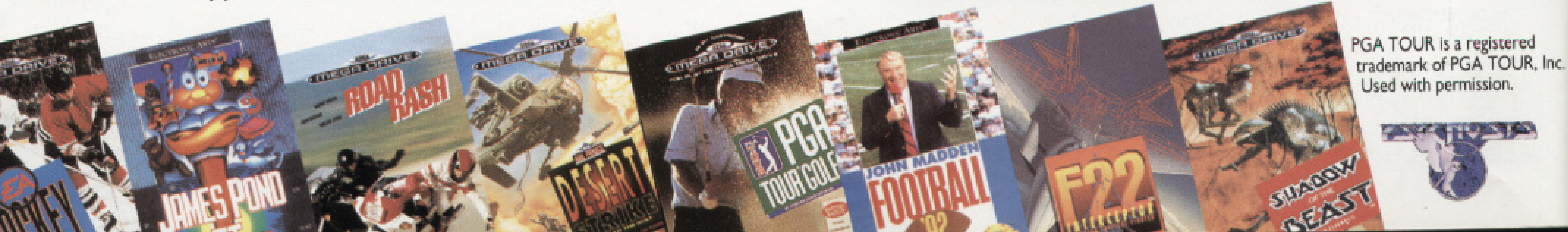


F/22 INTERCEPTOR



SHADOW OF THE BEAST

And watch out for these new hard-hitting Mega Titles, coming soon on EA: EASN World Basketball™ Twisted Flipper, Aquabatics. Where in the World is Carmen Sandiego™? Powermonger™ and LHX Attack Chopper.



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SEGA
MEGA DRIVE

CONTENTS

MEAN MACHINES AUGUST ISSUE 23

▼ Parodius! This mega game is reviewed extensively on page 23 - check it out!







REVIEWS

WHODUNNIT

EDITOR
JULIAN "JAZ" RIGNALL
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OSMOND "OZ" BROWNE
DEPUTY EDITOR
RICHARD "RICH" LEADBETTER
DEPUTY ART EDITOR
GARY "GARGLE" HARROD
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ANDY "NAY BATS" MCVITTIE
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FRASER "FRASER" GRAY
AD MANAGER
MARTHA "PAGES PAY THE WAGES" MOLOUGHNEY
SALES EXEC
MARIE "THEY CERTAINLY DO" LAWLOR
PRODUCTION ASSISTANT
EMMA "HELLO CHEEKY" SADLER
PUBLISHING DIRECTOR
GRAHAM "PRELUDE COUPE FOR CERT" TAYLOR
THANKS THIS MONTH TO: Sega for the great trip to Sweden, particularly Phil 'n' Si for all the great football chants!
SPECIAL NO THANKS: Quark Express for all its shortcomings
HELLO TO: Everybody who stands in the nude, paints themselves green and farts the star spangled banner of a Sunday afternoon
OVERCROWDED OFFICES: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
RED HOT PHONE: 071 972 6700
WHITE HOT FAX: 071 972 6703
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COLOUR: PROPRINT/COLOUR TECH
TYPESET BY: Mr Brown and his left foot
DISTRIBUTED BY: BBC FRONTLINE
REMEMBER KIDS: Think once, think twice, think bike!

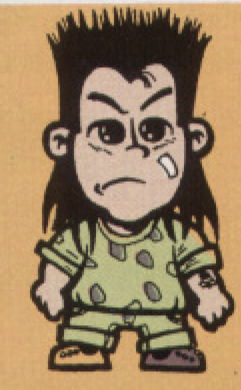
COMPETITION RULES

EMAP Images employees and their immediate family aren't allowed to enter any of our comps. This is because we've decided to give everyone else a chance to win all the absolutely fantastic prizes we have on offer. Aren't we kind. Well, nearly. The unkindness comes into effect whenever Dwayne Minton of West Wormwood and his relations are mentioned. They all now work in a famous oral hygiene factory and pee in the bottles of breath freshener. And because of this they're not allowed to enter any of our competitions.

JAZZA'S FINAL BIT

Nobody managed to crack the code to last month's message. Doh! Are you all thick or what? Well, nobody will get the prize and I'll keep it all to myself. Or maybe I won't... Who knows? I bet you don't even know what it is? If you think you do, write in and tell me. The first entry to get it right will win the prize - so get writing to: WHEN I THROW MY PANTS AGAINST THE WALL THEY STICK THERE COMP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

EDITOR



Usually the Summer heralds a drop in new software releases, but this year is even worse than usual. Sega and Nintendo's output have hit an all-time low and there's very little official stuff that's really new and exciting. I spoke to both companies about this and they've promised me that this is simply the lull before the storm!

From September to December, both Sega and Nintendo's release schedules are packed to the seams with all sorts of brilliant new stuff, with more than 60 new 16-bit games and around 50 8-bit releases planned!

So start saving your cash now - this Christmas looks like it'll be the best yet for console owners!

JAZ





OOOOOH! MY SORBITS

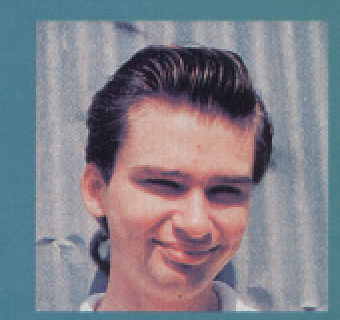
When I was in Sweden last month watching England make complete baboons of themselves in the European Championships, I popped into a sweet shop for some chewing gum. Imagine my surprise when the shop keeper sold me some Sorbits. That's Swedish chewing gum before you start getting any funny ideas. What I want to know is whether the company responsible is going to launch this fine product in the UK. If they do, there could be some veritable conversation killers like "Oooo! There's nothing I like more than giving people a taste of my Sorbits". Or how about "Oh no! someone sat on my Sorbits and they went all soft and squishy and now they're stuck to their bottom"? Perhaps you readers have got some other potentially hilarious double entendres? If so, send them in to: IF YOU CHEW ON YOUR SORBITS LONG ENOUGH THEY GO ALL GREY AND HARD COMP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a prize for the funniest sentence.

RIAL

THE GANG



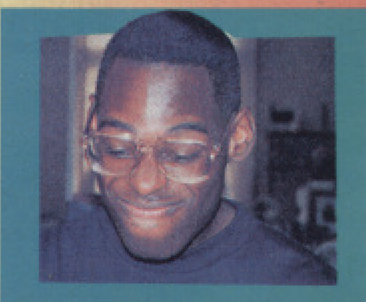
JULIAN "I'LL BE BACK" RIGNALL
"If I could be a film character in real life, I'd like to be the Terminator so when I get knocked off my motorbike it wouldn't hurt so much", says Jazza. "It'd also be great not to have to worry about anything ever harming me or becoming ill - nothing could stop me and whatever I wanted to do I could to it". What a megalomaniac!
CURRENT FAVE GAMES: STREETFIGHTER II



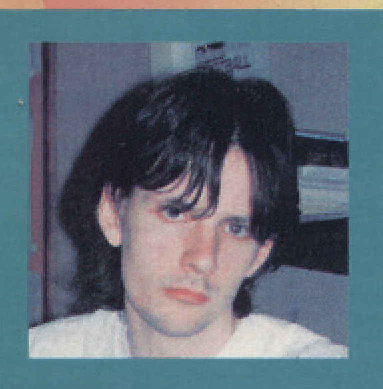
RICHARD "SHAPE SHIFTER" LEADBETTER
"The T-1000 from Terminator II would be the character for me", says Rich. "I could adopt any shape I liked and extend bits of myself to an unbelievable size. Also, the T-1000 can impersonate any person it likes, which means I could enter new realms of telephonic tomfoolery..."
CURRENT FAVE GAMES: STREETFIGHTER II



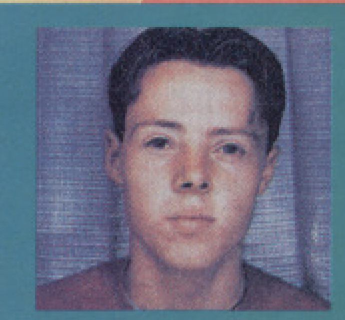
RADION "STONED AGAIN" AUTOMATIC
"I'll tell you which film character I'd most like to be" says Rad with a twinkle in his eye and a bulge in his pocket "Michael Douglas' character in Basic Instinct. Then I could get to grips with Sharon Stone. She's tasty, tasty, very, very tasty."
CURRENT FAVE GAMES: STREETFIGHTER II



OZ "I'M TOO OLD FOR THIS" BROWNE
I'd like to be Roger Murtaugh from the Lethal Weapon films. He's got a great job, great wife, great kids, a boat, marvellous house and has the best partner in the business. And he can shoot straight and "gets a bit of the action".
CURRENT FAVE GAMES: STREETFIGHTER II



GARY "PLANK ACTING" HARROD
"The person who I'd like to be the most is Jean-Claude Van Damme's character in Cyborg. He's completely hard and beats the crap out of everybody - including people three times his size. I also like the way he does the splits - that would be a great way of breaking the ice at parties". says Gary. That's not the only thing he could break...
CURRENT FAVE GAMES: STREETFIGHTER II



ROB "NO BRAINS" BRIGHT
"It might sound a bit strange and perverted, but I'd like to be the scarecrow from The Wizard of Oz, because he's stupid, dances about and lives in a very happy world" says Rob. Odd! Rob must already be the scarecrow, because he does all that already!
CURRENT FAVE GAMES: STREETFIGHTER II



THERE WE WENT, THERE WE WENT, THERE WE WENT

The month before last we ran a competition to win tickets to the European Cup Final - and here's the winner enjoying the occasion. He's Peter Lorimer from Newcastle Emlyn in Dyfed and he went to see the Denmark Vs Germany match with his Dad Rob and me! A great deal of salmon, beef and reindeer (not as bad as it sounds) was consumed, a great volume of screaming and shouting was in evidence during the match and a great time was had by all. Here's the pic of James 'n' Jaz just before kick off...

SPECIAL MENTIONS CORNER

Here's a new feature for those who've said hi to us in the street or know us and want a special mention. First of all hello to Fuzzyduck (double doh!), Iceberg (banned indeed - tut tut), and Medusa (for giving me my points back). Also hello to Bianca - you VERY rude girlie! What I want to know is, who took the picture?



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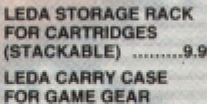


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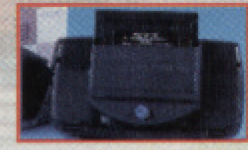
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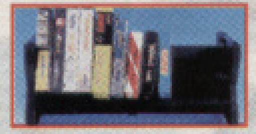
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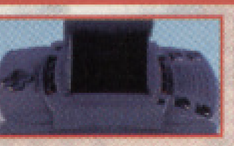
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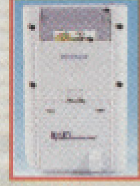
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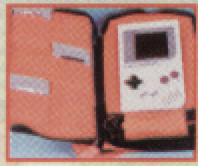

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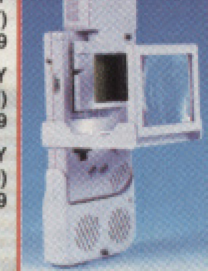

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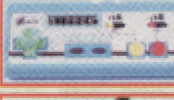
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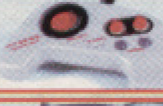
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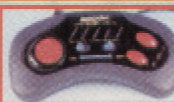
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NEWS

FAB PHILIPS FUTURE TELLIES

Looking for a new telly to play your games on in the privacy of your own room? Well, if you're after something extra special, take a look at some of Philips new tellies!

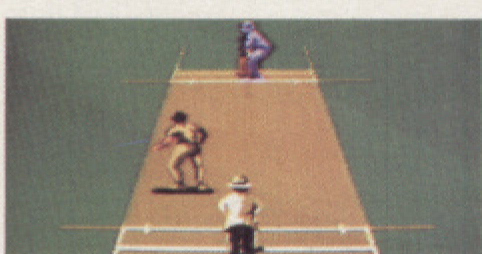
The Philips Cube combines the latest FST screen technology with a topper three-way speaker system (including a sub-woofer speaker for ultra-low bass!). What's more, there are plenty of mega options, including a sleeper-time option and an automatic power-down. Fastext Teletext and a remote control are also part of the bundle! Coo!

The Cube even has A/V SCART and headphone sockets, making it just the thing for playing your games on! The price? A piffling £279.99 for the 15" version and a mere £329.99 for the 17" model. Cool!

You might like to have a look at the Your TV II, a bizarre shaped portable television (as you can see from the picture). Like the Cube, it has SCART and headphone sockets. However, the screen can be twisted to match your favourite viewing positions! Hurrah! The Your TV II costs £249.99.

CONSOLE CRICKET!

Yes indeed! Here are a few teasing screenshots of International Cricket, coming soon for the NES. It has been programmed by Beam Software, renowned for such games as The Hunt For Red October and Boulderdash and has been added to Nintendo's bulging release schedule. We'll give you more details on the game in the next couple of months.



MARIO MOVIE: OFFICIAL

It's true! Movie producers Lightmotive have officially announced their new Super Mario Bros flick, starring "lovable" cockney Bob Hoskins as the world famous video games icon - Mario!

The plot is pretty bizarre. King Koopa is looking to merge his reptile-infested parallel dimension with ours! What's more, the twisted monarch (played by Dennis Hopper no less) is after beautiful researcher, Daisy. It's up to Mario and Luigi to save Daisy from Koopa and see off the evil menace. Helping the Bros in their quest is Yoshi, the dinosaur descendant seen in Super Mario IV! He has been brought to life using the wonders of animatronics (rather like the big screen version of Turtles).

Believe it or not, the screenplay has been developed by Barry Morrow (he of Rain Man fame) with revisions by Ed Solomon (who had something to do with Bill and Ted's Excellent Adventure).

With its $40 million budget, which puts it up there with the likes of Lethal Weapon III, Super Mario Bros: The Movie looks like being a film for all Mario fans to look out for! Lightmotive hope to have the movie on general release by the summer of 1993. Watch this space for more details.

GAMING GLOVES DEBACLE

Available now are "Video Game Gloves" - an extremely sad series of mitts especially padded to protect your hands from rigorous gamesplaying! What's more, the producers have licensed two major DC Comics' character to endorse them, namely Batman and Superman!

These absurd items don't cushion your hands any better than any ordinary gloves and don't even protect the tips of your fingers and thumbs from the blisters that excessive joypad use sometimes leads to.

However, if this idea still seems strangely appealling, you can get these video gaming gloves from Console Concepts of Stoke, priced £10.99! Contact them on 0782 712759.



THE BEST JOYSTICK EVER?

Perhaps it is! The XE-1 SFC is the latest in controller technology from the Far East! It enables Super NES owners to define which button does what, has an autofire option and even lets you swivel the main bank of buttons around to suit your gaming style. Left-handed players aren't left out either. Just turn the stick upside down and press a button and the controls are automatically reversed! Cool eh? This stick is so easy to use, you could even use it with your left foot! What's more, an LCD display points out all the different settings you've defined for your pad and a timer and clock have also been provided!

Advanced Console Entertainment are currently importing the joystick, so if you're interested, give them a call on 071 383 0480.





JOYSTICKS R US

Check out the Apollo Pro Joystick! This meaty-looking device is a good, hard stick that works with the Megadrive, Super NES, Neo Geo and PC Engine! Although it doesn't have much else in the way of special features, it's still a very reliable stick well worth investing in. We got ours from Advance Console Entertainment and the Electronic Gaming Club. Give 'em a bell on 071 383 0480!

JOYSTICK SPECIAL

This month we've been inundated with fab new joysticks 'n' joypads for your console, sent to us by a couple of nice importer type people. Here's a selection of the best!



GAMESMASTER JOYPAD

There are loads of topper new joypads out, and the Triton Gamesmaster (nothing to do with Dominik Diamond or Patrick Moore) looks like being one of the best. Unlike the two other pads revealed this month, the Gamesmaster is exclusively for the Megadrive.

Along with the d-pad and three usual buttons, there's three more buttons that give autofire - highly useful considering the amount of Megadrive shoot 'em ups available. The Gamesmaster also has another novel feature. You can make it learn specific combinations of moves and button presses! Then you can activate those moves just by pressing one button. You can even repeat this effect if you so desire.

We got our Gamesmaster from import boys Go-Carts. If you want more details on this pad, why not give 'em a call on 0592 643003?



BLIMEY! ANOTHER JOYSTICK!

Yes indeed! This time the joystick is officially released by Capcom for the Super NES and it's designed specifically for use with Street Fighter II! As you can see, it looks quite smart and we'll be giving you the full review sometime during the next couple of months.



MORE MANGA MADNESS!

Manga Video, they of the topper Akira and Fist of the North Star, are releasing even more Japanese animated movies! Out right now is Dominion Tank Police, Acts I and II, with a new release, Project A-Ko in the pipeline.

Dominion Tank Police is the exciting story of how the eponymous organisation fight the mutant Sexy Cat Sisters (!) and the twisted Buaka gang! These sad beings are running amok in the city, and only the Tank Police, led by "Mr Squad Commander" Britain and Tank Girl Leona can save the day. This video is certificate 15 and retails at £12.99.

Project A-Ko is out this summer at the same price, but boasts an even stranger storyline. It's basically a subtle parody of the whole Manga (that's Japanese for "comic", by the way) genre with cameo appearances from major Manga characters. Basically, A-Ko is the name of an incredibly powerful heroine, thrust into a highly dangerous situation when she arrives at the Graviton High School for Girls. A-Ko has to cope with pressure from her rival, B-Ko AND watch her back when aliens arrive in a huge galactic space ship! Just like Dominion Tank Police, Project A-Ko is certificate 15.

But that's not the end of all this Manga-related excitement. Thanks to Manga themselves, ten lucky people can get their holds on a Manga video of their choice, a Fist of the North Star poster, a Dominion Tank Police poster, an official Manga t-shirt and a topper Manga badge!

All you have to do to stand a chance of winning is to answer the absurdly simple question below and send it off to MANGA GOODIES FOR ME GUV, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date for this competition is September 30, so get those entries in NOW! And remember to include your choice of Manga video (out of Akira, Fist of the North Star or Dominion Tank Police). And the brain-teasing question is:

Which mega Japanese cartoon was Manga's first release?

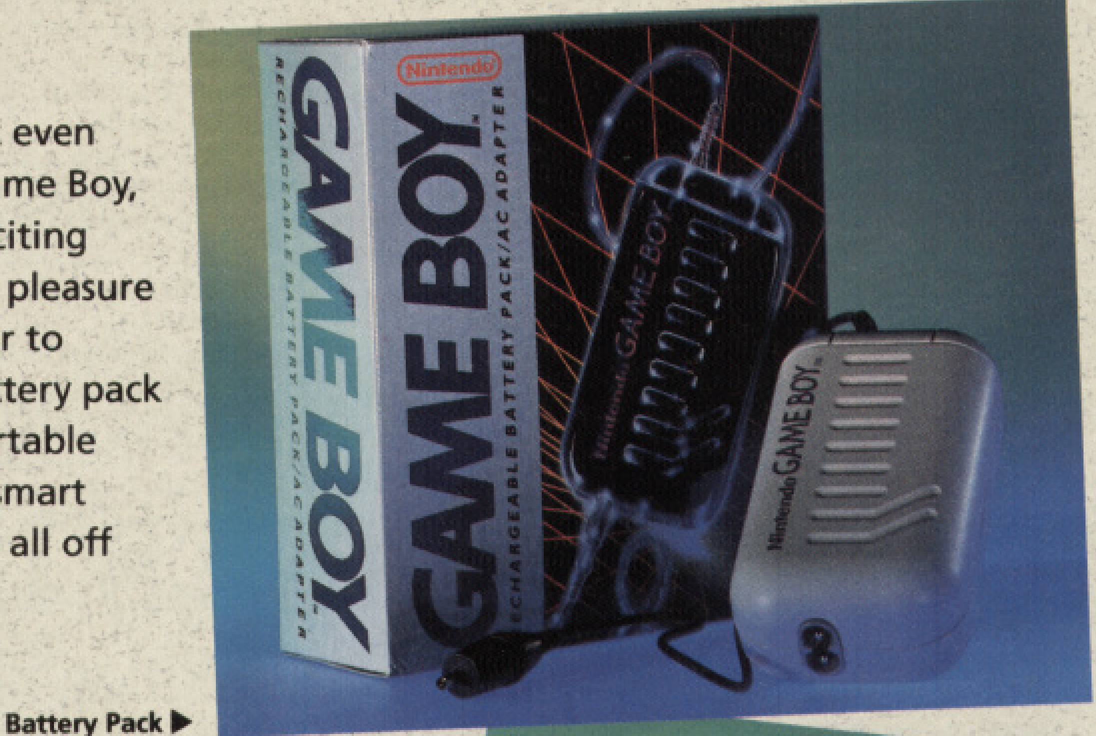


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GRAND PRIX MANIA

Super NES Grand Prix fans are in for a treat judging from the amount of top new Formula One games coming soon.

Aguri Suzuki F1 Super Racing boasts all of the Grand Prix tracks you could ask for, along with comprehensive constructor's options and split-screen simultaneous two-player action.

F1 Grand Prix Circuit is the working title of a second Grand Prix game currently in production. It boasts all of the features of F1 Super Racing, but is being programmed by Human (responsible for Super Soccer amongst other things)

That isn't the end of all the Grand Prix-related excitement, because there are quite a few other racing games coming your way, including an officially licensed Nigel Mansell game AND Top Gear II! Watch this space for more details soon.

NEWS

YOU'VE SEEN IT - NOW VISIT IT!

We've just learned that a major high street chain has linked up with the TV programme Gamesmaster and are currently fitting all their stores with a news Gamesmaster Live section. This large games area will feature Sega and Nintendo consoles, a huge range of software and - best of all - large demonstration units where potential customers will be able to play all the latest games before they actually buy them.

There will be over 250 of these around the UK - so there's bound to be one near you. Which chain store is it? Well, we're bound to secrecy at the moment, but next month we'll be spilling the beans and giving you the chance to win a prize when you first go there!

SONIC DRINK!

You read it here first! Sega's most popular video game icon now adorns a special edition of Asahi. Asahi, if you didn't know, are Japan's biggest brewery. But the question is, what mystery liquid is contained in the can? Is it the beer for which Asahi are famous for? If you think you know, write in and let us know!

▶ ***Sonic the Hedgehog in a can! But what is the mystery substance inside? Perhaps one of you readers can help out.***







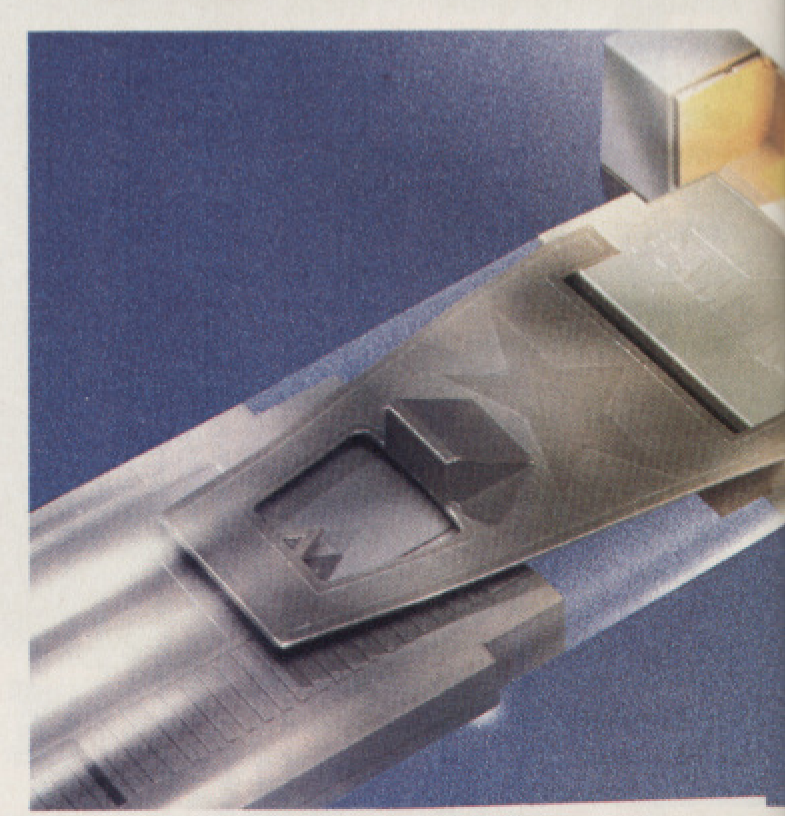
UNLOCK YOUR NES

Discount Video of Kent have unleashed their Game Key add-on for the Nintendo on a not-so unsuspecting world. The Game Key is in essence an adaptor that allows 8-bit Nintendo players use American cartridges on their British machines. This was previously possible by having your console converted. However, having this done invalidates the Nintendo's warranty - something Game Key owners have nothing to worry about.

Discount Video are keen to push their product, which allows NES players to get hold of around 300 games as opposed to approximately 100 official UK releases out now. Hot new games on the Nintendo always come out in America first, which allows Game Key owners to get hold of the likes of Lethal Weapon III and Lemmings way before they're officially released over here.

A large number of imported games are available now from Discount Video, and they're quick to point out that they're selling games a lot cheaper than official Nintendo products. For example, Turtles II costs £49.99 here while Discount Video are selling the successor, Turtles III (the Manhattan Project) for £39.99!

Sounds good to you? Well, perhaps you should give Discount Video a call on either 0795 472147/8 or 081 534 6087.



▲ ***Enabling NES owners to access around 200 new, exciting games imported from the US, the Gamekey could revolutionise 8-bit Nintendo gaming! Contact Discount Video to learn more...***

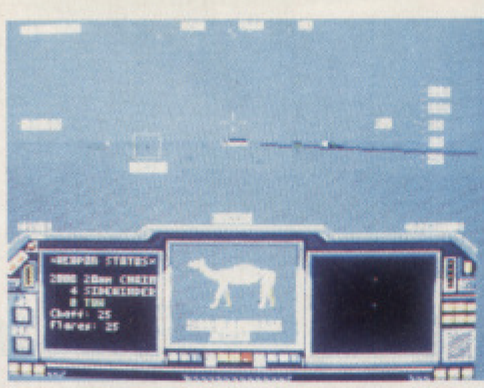
DOH CORNER!

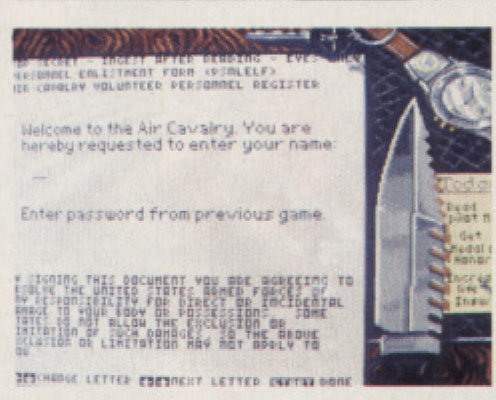
In last month's MEAN MACHINES, we reviewed Virgin's new Master System game, Arcade Classics... er, well actually it's called Arcade Smash Hits! So, large apologies there to the Virgin people. Oddly enough, Sega Power also made the same mistake! Perhaps next time Virgin could put the correct name on their pre-production ROMs. Doh!

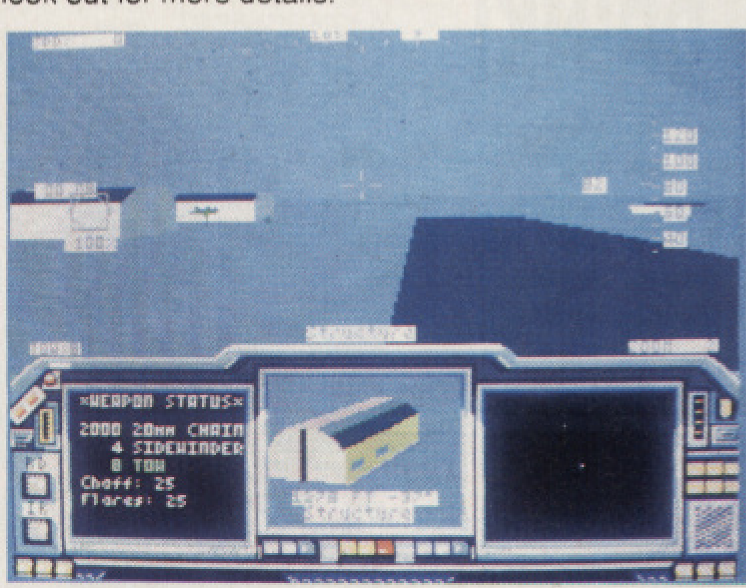
LHX ATTACK CHOPPER

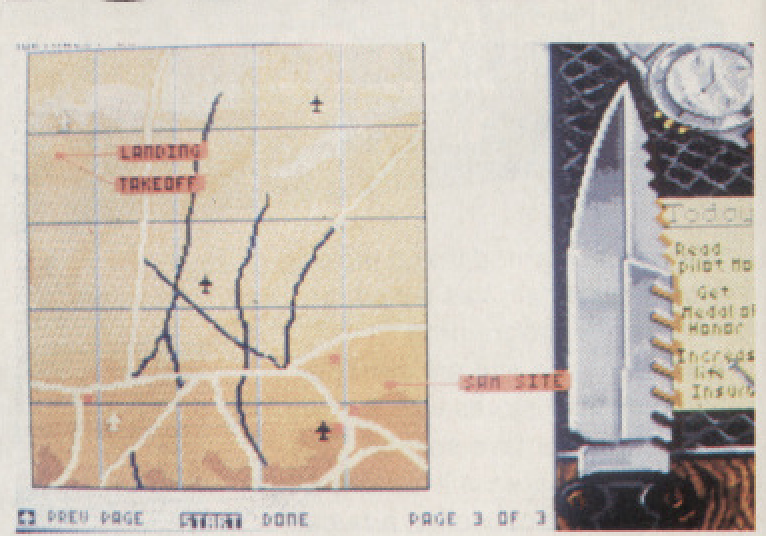
Electronic Arts have announced that they are releasing the classic LHX Attack Chopper on the Megadrive. This game was originally released on the PC and stunned the world with its amazing graphics and outstanding playability.

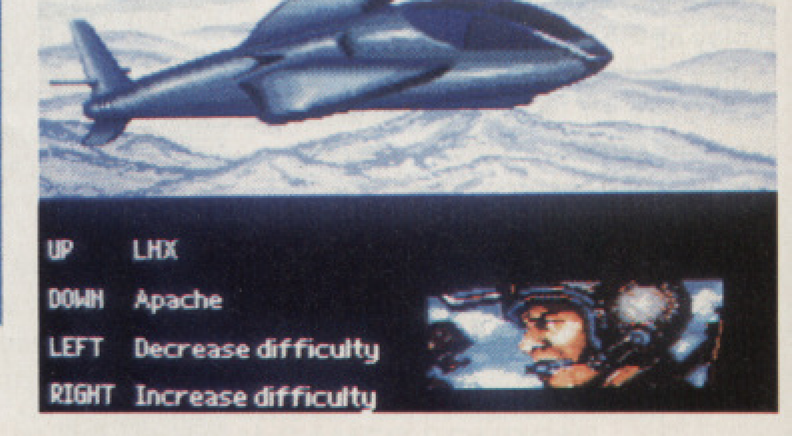
EA have only just started putting the game together, but they reckon it's going to be completely topper. We'll be previewing the game really soon, so look out for more details!

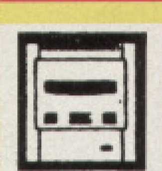












PARO

Penguin alert! Penguin alert! Yes, those penguins might look cute and harmless swimming about in the big pool at the zoo, but give them half a chance and they're off conquering far-flung galaxies with the aid of their strange mutant pals. Sadly for the inhabitants of the Parodius Zone, those pesky water fowl were given more than half a chance, and now their society is awash with marauding flightless birds and their cronies.

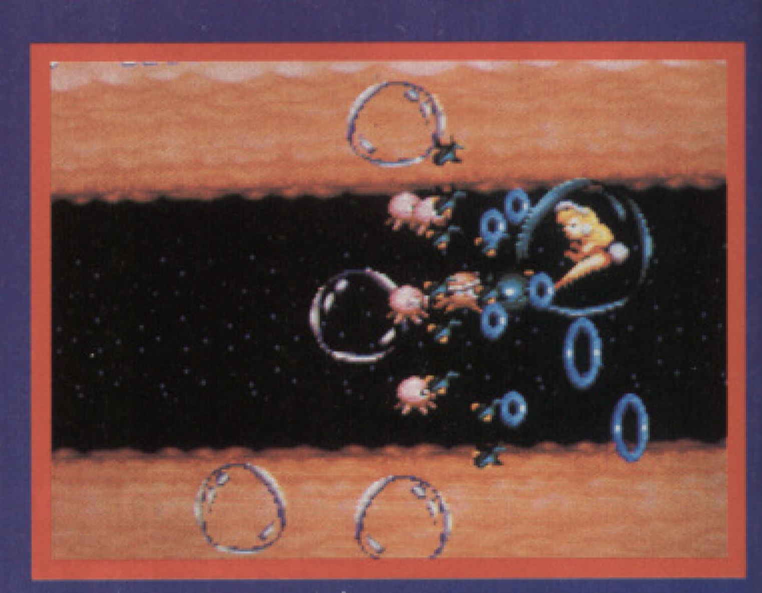
However, one renegade penguin exists who along with his pals, a flying octopus, a human space fighter pilot and a living space craft, wishes to bring an end to the reign of terror. But, this is no ordinary penguin - for starters he can fly, as well as being decked out with the latest lethal weaponry.

In Parodius, the celebrated cartoon "tribute" to Gradius, it falls to you to take control of Pengy or one of his merry band and free the planet of the evil penguin influence.



P-P-P-POWER UP A PENGUIN

When certain enemies are shot, they release small power-up icons. Each of the ships has a table of extra weapons, each costing different numbers of power-ups. Once enough icons have been collected for that ability it's highlighted on a small list at the bottom of the screen. There are two ways to select which power-ups to have. The first is manual, where you simply press a button when the weapon you want is lit. The second is automatic, where the computer selects what it thinks is the most useful power-up, although the player is able to over-ride this and choose their own weapon. Occasionally, a third option presents itself. When certain power-ups are collected, they activate "roulette" mode. This highlights each of the weapons in turn at great speed, and it's up to you to stop it on the weapon you want. Select a weapon you already have and you lose all your current power-ups, so be careful.



▲ *Bursts of bubbles and a blonde babe.*



▲ *Astrological clowning around here.*

HANDLING BIG WEAPONS

Each of the ships in Parodius has their own list of power-ups. Some weapons are exclusive to particular ships and are non-selectable by others, so it's a matter of choosing your favourite hardware line-up as well as the cutest sprite! Below is a run-down of each of the ships and also which weapon does what.



▲ *Shocking romps in blonde's bedroom!*



▲ *Aquatic fun with a frenzy of lasers!*



VIC VIPER

WEAPONS: Speed up, Missile, Double, Laser, Option, Shield



OCTOPUS

WEAPONS: Speed up, 2-Way/Tail, Gun, Ripple, Option, Octopus Trap



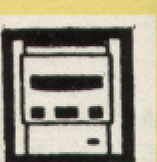
TWIN BEE

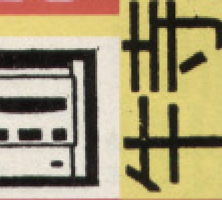
WEAPONS: Speed up, Rocket/Tail, Gun, 3-Way, Option, Shield



PENTAROU

WEAPONS: Speed up, Photon, Double, Spread, Option, Bubble









▲ *The Sumo bare all by the old oak tree.*



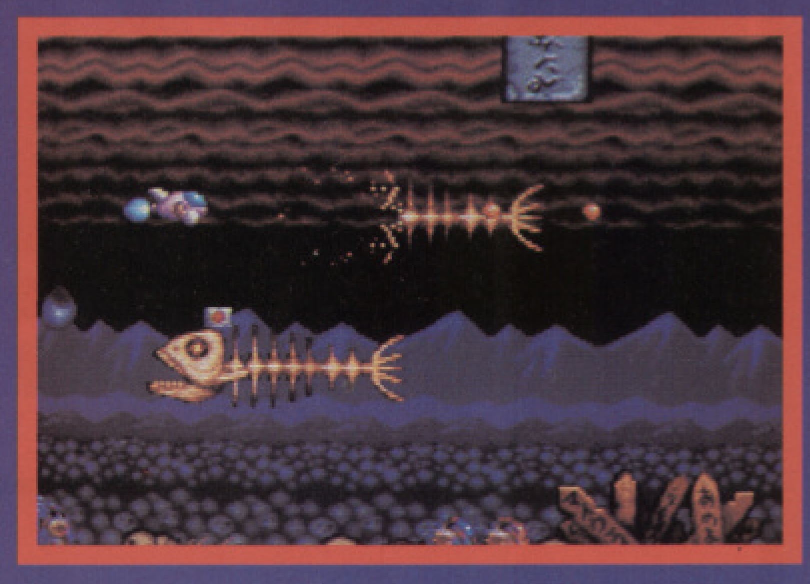
▲ *Uncle Sam suffers a punch or four.*

COMMENT

RAD

There have been veritable palpitations of excitement throughout the office ever since this conversion was announced. Parodius is surely one of the greatest shoot 'em ups of all time, even beating Gradius, the game it was based on! Imagine our joy when SNES Parodius arrived and was in fact the best version of the game ever. Alright, so the gameplay itself is nothing new, but it is presented in such an original way, full of pirate penguins and sumo-wrestling pigs, that it doesn't really matter. The superb graphics are colourful and detailed and move very smoothly. There is a huge attention to even the tiniest details with every background having as much care put into it as the end-of-level guardians. The sound is likewise superb. The tunes on Parodius have always been celebrated, but the quality of sound here brings a whole new depth to the proceedings. What really makes Parodius the game it is, however, is the superlative playability. The game moves very quickly, and a high body count isn't sacrificed just because of the cute enemies! On the highest difficulty setting there are just so many things to shoot it's difficult to believe, although this inevitably leads to some problems with slow-down. If you're looking for a SNES shoot 'em up to while away the hours, look no further than this. If only everyone put this much work into their games.

PARODIUS



▲ This is what a fish diet looks like.

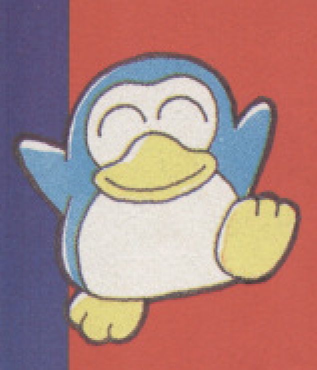


▲ Anyone know what "Viva Core" means?!

HIGH-SCORE HI-JINKS

Also included in this smart cart is an extra game called "Omake!". Only one credit is allowed, and the object is to slaughter your way to the end of the game. The game comprises different elements of the main, longer game but with no bosses or other gaps in between levels. Shooting just about every creature yields power-ups so there is no reason for your ship (or creature) to be less than a mega-death dealing machine. There are always loads of things to shoot and it's certainly more packed than the regular game, so there is plenty of opportunity for showing off to your friends with your latest high score.

COMMENT



RICH

Wow! I really enjoyed this game on the NES, Gameboy and PC Engine and like everyone else was awaiting this game with bated breath. Once again, Konami have done Super NES owners proud with one of the slickest shoot 'em ups devised for a console. The action is truly arcade quality, with super-smooth scrolling and awesome graphics and sound. However, the icing on the cake is the superb style of the game. The cartoon graphics this game possesses are unmatched on the Super NES with vibrant colour schemes and superb sprite and background definitions. The sound is awesome too. Instantly familiar scores are remixed into cutesy, cartoonesque tunes that back the action perfectly. As you would expect from Konami, the game plays brilliantly as well with excellent gameplay and loads to keep you coming back for more. If you're a shoot 'em up fan anxious for a highly cool example of the genre, go for this one!



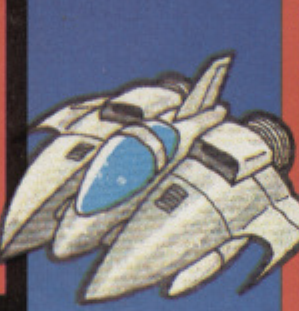


▲ Now while a fish diet isn't recommended...

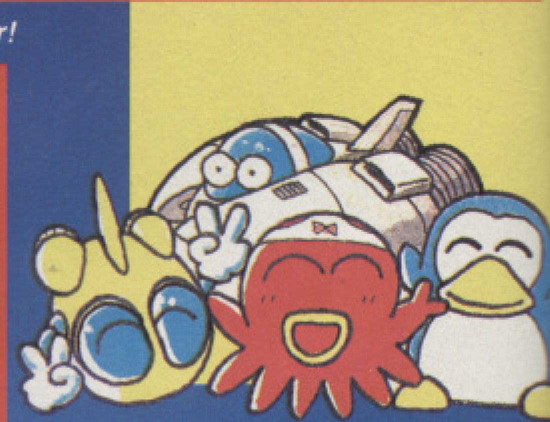




▲ ...bloating out isn't a good idea either!







▲ A Twin Bee three way.

WEAPONS OF DESTRUCTION

3-WAY: Effectively trebles the firepower of the Twin Bee's regular cannon, firing as it does at three different angles to the fore.

LASER: Viper only. Shoots long and powerful lasers instead of your regular pea-shooter. Fires slowly, however.



▲ Octo plays a mean pinball.

DOUBLE: Fires a second gun at a forty-five degree angle from the top of the ship.

SPEED UP: Increases the speed and manoeuvrability of your character.

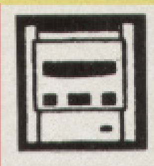
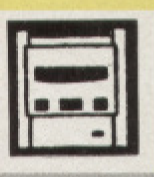
ROCKET PUNCH: Twin Bee only. Fires a pair of boomerang boxing gloves in front of the ship for mega-destruction.

TAIL GUN: Fires a second cannon from the back of the ship.



▲ Two way octo.

2-WAY: Octopus only. Fires two shots at an angle from the top and bottom of the tentacled-one.



SHINY RED BELLS

As well as the regular weaponry power-up icons found in the game, there are a number of specialist weapons available to all the ships. These are discovered in the guise of floating bells which change colour when shot. Each colour of bell and the powers they bestow are detailed here.



GOLDEN BELL

The basic colour. Collecting this bell yields bonus points.



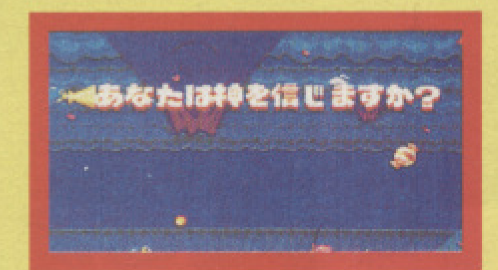
BLUE BELL

Grants the owner one smart bomb, especially useful when facing bosses or huge overwhelming numbers of smaller enemies.



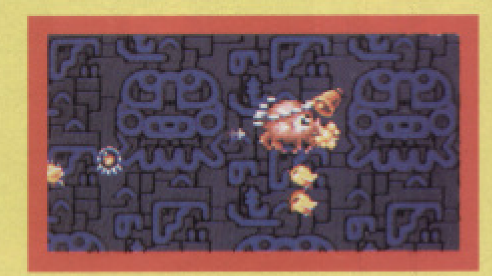
SILVER BELL

Gasp in astonishment as a megaphone bolts itself to the front of your hero, allowing him to destroy his adversaries by shouting a selection of withering Japanese phrases at them.



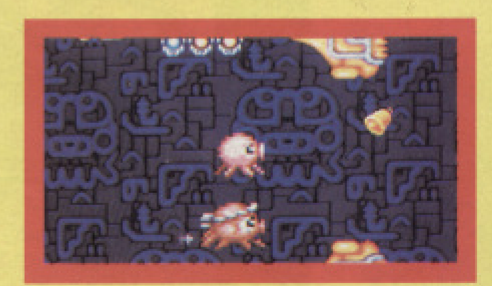
RED BELL

Equips the bell-ee with a number of mini replica ships. When operated, one of these zips forward and fires giant laser beams above and below it. The mini-ship then hovers around for a while with lasers still active incinerating anything stupid enough to run into them.



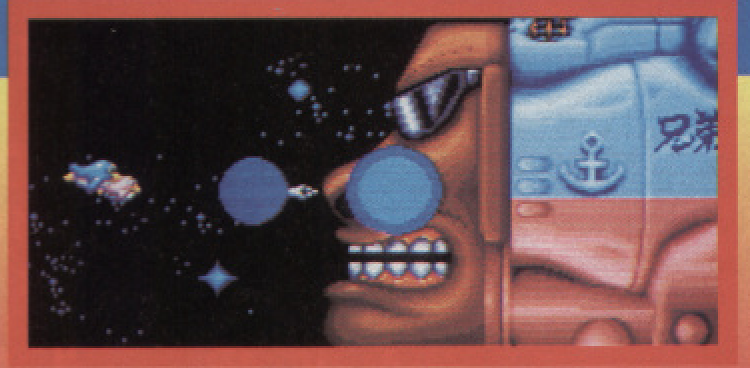
GREEN BELL

This bell expands the ship to enormous size, thus rendering it invincible to attack. Your weapon systems are shut down for the period of growth, but you can easily destroy enemies by crashing into them. Look out for the warning buzzer which signals your return to normal size, though or you could be caught out.



RIPPLE: Another octopus only piece of kit. Fires rings of energy which cone out from the octo's snout. The range of these is quite short, however.

MISSILE/PHOTON: Shoots a small projectile from the hull of t ship which then proceeds to run along the ground until it comes into contact with an enemy.



▲ ***Guns and Ammo readers might be confused here!***

SPREAD: Pentarou only. Fires little explosive bullets which explode on impact with aliens, with the resulting blast radius wiping out any nearby meanies.

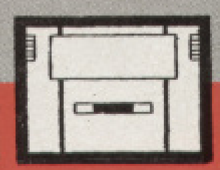
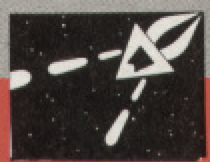


BY: KONAMI

PRICE: £39.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 9
RESPONSIVENESS: SUPER



PRESENTATION 92%

There are loads of options, great presentation screens and topper in-game presentation.

GRAPHICS 94%

Cute and hilarious sprites boast some astounding detail. The backgrounds are just the same and the scrolling is great.

SOUND 95%

A fab medley of weird and wonderful well-known tunes accompanies the superb effects.

PLAYABILITY 93%

Despite its looks Parodius is still a very tough and challenging shoot 'em up which should give anyone a run for their money.

LASTABILITY 91%

Nine skills levels mean there's a challenge here for everybody, and even once you've clocked it you'll want to play it again.

OVERALL 93%

One of the best shoot 'em ups ever, Parodius breathes life into a stifled genre.

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AS REVIEWED IN THE SUN NEWSPAPER!!!



MEAN YOB!

Ferret Man; previously mild-mannered Bill Titworthy before he was bitten by an irradiated ferret during the annual ferret-down-the-trousers tournament in Accrington Stanley, sat in his drainpipe listening for action, his hyper sensitive sense of smell and hearing working overtime. All he could hear was letters being opened and answered by YOB!, Britain's top letter answerer. If you've got anything exciting, thrilling, illin' 'n' dissin' to say, or have some top quality pictures, send them in to: GARDEN RAKES ARE THE MOST SEXY OF ALL GARDENING TOOLS AND I'D LOVE TO MARRY ONE MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

DJ BOY CAN GET LOST

Dear YOB

I have just noticed that Sega have released an official version of DJ Boy and are selling it for £40, what a joke! I bought a Japanese import copy for £14 over a year ago, even then it was considered to be an "older" title.

It's no wonder grey imports are so popular here when we are asked to pay more for an official copy of a game that has been out for ages elsewhere - and we don't even get a colour manual!

Perhaps if Sega treated British gamers with the respect we deserve then they wouldn't have to bother with things like lock out chips.

Lee Maguire, Ascot, Berks

YOB: To be fair to Sega, most games officially released these days are brand spanking new. Occasionally a crappy old one wriggles through the net. Just stay frosty, read the mag and if in doubt, write to Q+A.

A MASTER DEBATE

Dear YOB

Why don't you ever publish reviews on the Master System. Because about 90% of your reviews are on the Megadrive and Super NES. For example, in the May edition there was only one review on the Master System and that was $@%** Bonanza Bros so I'm afraid to say if you don't do any more Master System reviews we will break your legs. If you don't publish this letter we will start buying Total because they probably do more Master System reviews than you.

Andi and Frazer

YOB: We cover all the Master System releases - can we help it if Sega don't release any games? No, of course we can't. So shove off and pull yourselves a couple of hand shandies.

DOH!

Dear YOB,

My mate Gary reckons that his Lynx is better than my Gameboy in the speed stakes. I think he's talking a load of bull, so we decided to put our machines to the test. The results were as follows:

On a smooth slope the Gameboy came out on top (ooer) when face down, but the Lynx's screen was quicker face up. We also found that the Lynx's screen scratched easily.

Rod Davies, Woking, Surrey

YOB: Doh!

▲ *Confrontational capering from Brett Ashworth.*

MADMAN

Dear YOB

Roar, roar I'm going to tear you apart. Roar, roar I'm going to hurt you bad.

Neal Curtis, Saffron Walden, Essex

YOB: You'll have to wriggle out of your straight jacket and escape from your padded cell first, yeast pants.



▲ *A Marvel-ous effort by Tom Percival.*

A HAPPY GAMESMASTER FAN

Dear YOB
I am writing to tell everyone out there how crap the Gamesmaster pack is. You get a crummy T-shirt with the Gamesmaster logo on it, a badge and some vouchers for theme parks you've never heard of for £12. What I am trying to say is that it is a load of crap, I'm sure you will agree.
Simon Hall
YOB: But even though you've been mercilessly ripped off, I bet you still love Dominiik "games guru of the 90's" Diamond more than ever 'cos he's the tops.

THE BUYER BEWARE

Dear YOB,
Firstly, I'd like to point out that in ten years of owning computers or consoles of one form or another (starting with a ZX81 and ending with a Megadrive) this is the first time I have felt it necessary to write to a magazine.

About a month ago, I almost put pen to paper as I have now to congratulate Electronic Arts on their superb range of games for the Megadrive. That was until I read reviews of such pathetic dribble as Dark Castle and Rings of Power. It is very rare that a software company can achieve a reputation so outstanding that consumers will buy a game just because this company's name is above the title. The only company in my opinion which actually deserves to fall in this category is Ultimate Play the Game. A company which, as I'm sure anybody who owned a Spectrum or Commodore 64 (mine was a Speccy!) in the mid 80's will agree, never produced a bad game. Everybody knows that Manic Miner kicked off the platform genre, but it was Ultimate's Underwurlde that really pushed this type of game to its limits and introduced many of the features you'd expect to see in one of today's platform games. Also, Ocean's Head Over Heels would never have come about (at least not as early as it did) if it wasn't for such classics as Knight Lore and Alien 8. Unfortunately, Ultimate disappeared from the software world as suddenly and mysteriously as they arrived, but what they left behind was a legacy in programming that I was sure EA were following. Now though, I'm not so sure. After games such as John Madden's, Ice Hockey, Starflight and Road Rash it just doesn't make sense. It's not as if they could have thought the game was good. I think it's very unfair to release a game like Dark Castle just because programming time was wasted on it. I wonder how many people parted with their money just because it was an EA game. Quite a lot I imagine. So come on EA, try playing your games before you release them.
Paul Hand, New Moston, Manchester
YOB: Actually, you're wrong about Ultimate. Yes, they did produce some totally fantastic games, but what about the Imhotep, Dragonskulle, Outlaws and Blackwyche? All festering scabs on the backside of computer gaming. Everyone makes cock-ups now and then - even the most consistent software companies. That's why magazines like ours exist to make sure you don't just buy "blind" and end up tiddling your cash down the pan.



Magnificent montage malarkey from Derrick Clements.

ERUPTIONS AND SPOUTINGS

Dear YOB
There's been a lot of eruptions lately from parents and teachers about school students spending too much time in front of a television playing console games. I have got involved in this argument to protect students from the pressure of teachers and have recently appeared on a local radio show to explain my view.

The teachers' argument is that students are not doing their homework and falling far behind in school. They even say that every night students play games without getting any sleep and are apparently falling asleep in class!

I have worked three months on a processed researched report that reveals any console game does not hinder students' work, but helps them by developing their hand to eye coordination making them more alert to everyday life.

The discussions went on for several weeks and after I got my view in a local newspaper, the school and teachers promised not to mention any more arguments about consoles. I hope that students that are under this pressure from teachers take the same steps as I did.
Ian Oatley, Atherton, Manchester
YOB: The arguments that computers are bad for you go back years, and are usually generated by sad nerds who suffer from technofear. Detailed reports have been compiled in the States by the US government about the subject and they reveal that the playing of computer games is not harmful - in fact there are some benefits. Obviously, if you stayed upstairs playing games all day and every day, that would be a bad thing. Just like if you stayed in your room listening to music all the time. Just manage your time properly, make sure you do your homework and then no-one could possibly complain.

NITWIT

Dear MEAN MACHINES
You lads down there at MEAN MACHINES are often complaining about the lack of original games being produced at the moment, so we have come up with surely the most original game ever designed by man. It's a tie-in of the popular Channel 4 programme, no, it's not the Crystal Maze, or even Kabaddi, but "Sean's Show", easily the funniest programme on at 10.30 on a Wednesday in recent months. As it is going to be on the Super NES, it will be called "Super Sean's Show", and it goes like this:

When you turn the game on you are presented with a digitised pic of Sean in the bath singing the Sean's Show theme (you know the one, "It's Sean's Show, la da da

MEAN YOB!



▲ *The many moves of Dhalsim, lovingly recreated by Charles Burrows.*

da..." and so on). The game itself is split into seven levels, or episodes as they're called, and they go as follows:

Episode 1: This level is an RPG. You control Sean as he travels around his flat, looking for wet socks. After that is a between level sequence of a Sock Shop advert.

Episode 2: This level takes full advantage of the SNES's Mode 7 in an F-Zero like racing game where Sean has to drive to the shops to buy some coleslaw. Sounds easy? Well there's a catch - jilted girlfriend Angela is pursuing and if she catches you it's "Bye bye bye bye" to Sean. After this level is a coleslaw advert.

Episode 3: This is more of a trailer than an episode, being a bonus game. Zhot the fire button rapidly to make Mrs Pebbles lift as many kitchen appliances as possible within the time limit. For every one lifted, Sean gets a tub of coleslaw. A Philips Whirlpool advert follows this level.

Episode 4: This episode is a Faceball 2000-like maze game where you have to guide Sean out of the pub, collecting beer and avoiding the peanuts. A KP advert follows this level.

Episode 5: This level begins with another RPG as Sean has to search his flat finding things left by the burglars. In the second part of this level you control Sean as he tries to catch things being thrown by the burglars, followed by a Sony advert.

Episode 7: In this, the final episode, Sean takes part in another RPG as he travels around town looking for Susan, the love of his life. Once he has found her, he must then stop off at the chemist before enjoying the end game sequence.

If all this sounds too difficult, never fear, as help is at hand. Find one of the answerphones that are scattered around the game, and samples of Samuel Beckett will give some helpful clues. Also the game has a password system so that you can record the episode you were on and return to it later. So if Capcom, EA or Sunsoft are interested in producing this game which has undoubted potential, if you would like to get in contact, I am sure that we can arrange a deal.

Sean Milligan and Mike Hammond, Worcester

YOB: Don't forget level eight, where a Mr S Milligan and Mr M Hammond are taken from their house, charged with maliciously sending a crappy, unoriginal games design to a fine magazine via Her Majesty's post and given 10 years hard labour.

THE LINE IS DROPPED

Yo YOB

Thought I'd finally drop you a line as I've got some news I'd like you to clear up for me. I was talking to a friend of mine who lives in Japan and after a while the conversation ended up on the topic of computer games.

I mentioned that I had recently bought a Megadrive and was really enjoying playing Streets of Rage. Now get this, she said that she had played it quite a while ago and asked if I had played the sequel called Streets of Rage II: Vendetta. Is this true? If it is, when does it arrive in the UK?

Most Megadrive and SNES games have animated films based on them. For example, Last Battle - Fist of the Northstar, 3x3 eyes, UN Squadron - Area 88 and Ranma Nibunnoichi - Ranma 1/2 to name but a few. When will someone pick up on this and sell these along with the games?

Adam W Finch, Birmingham, West Midlands

YOB: There are a couple of firms releasing Japanese films, and most good comic shops stock Area 88 and Fist of the North Star comics. We'll bring you more information about the subject later on this year.

CHEAT! CHEAT! CHEAT!

Dear YOB

I feel that it is my duty to alert you to the fact that Radion Automatic is a national liar. It so happens that he gave a score of 999,990 for Streets of Rage in the Hyper Players section of Megatech. If you are a law abiding person like me you will notice that the score only goes up in hundreds. Therefore, any score ending in a ten is the work of a liar! Yes, that means you Rad and Carl Brown of Bournemouth, who both gave scores ending in a ten. I trust you will take strong measures to deal with these nasty criminals.

While I am writing, I shall say some words that should be an example to all those people that have ever made fools of themselves in this section. The usefulness of a computer or console depends ultimately on what you wish to use it for. For example, if you want a computer for typing and playing games then an Amiga is suitable. On the other hand, if you just want to play games, then a console is appropriate. Anyway, must fly.

I Smith, Bolton, Lancs

YOB: Well, all those concerned have had the cumberland sausage and shredded red cabbage treatment and are now currently in the toilets sorting themselves out.

MR MATHEMATICIAN

Dear YOB

I have something totally uninteresting to say but I'm going to say it anyway. After looking through the MEAN MACHINES complete game guide, I decided to find out the average percentage for games on each console. Here are my results:

NES - 73.6%
Master System - 74.3%
SNES - 68.4%
Megadrive - 74.7%
Game Gear - 72.1%
Gameboy - 77.9%

I'm sure that you all feel better after reading that. Please print this letter even though it's crap, it took me ages to work all the percentages out on my sister's calculator.

Paul Ganley, Bearsden, Glasgow

YOB: Pointless, but interesting.

BACK END ACTION

Dear YOB

I have a suggestion for your magazine, why don't you have a couple of pages at the back of your mag where you say what games are really worth buying. You must know how frustrating it is when you save up for what you think is going to be a really good game only to find out it is complete rubbish when you've bought it. I know that you should have read the review, although sometimes for some reasons you don't have that copy of the mag, or you can't be bothered to go through all your mags to find the specific review. Anyway I hope you take note of my suggestion.

Luke Ruffman, Wokingham, Berks

YOB: Okay, we'll do it in a couple of months.

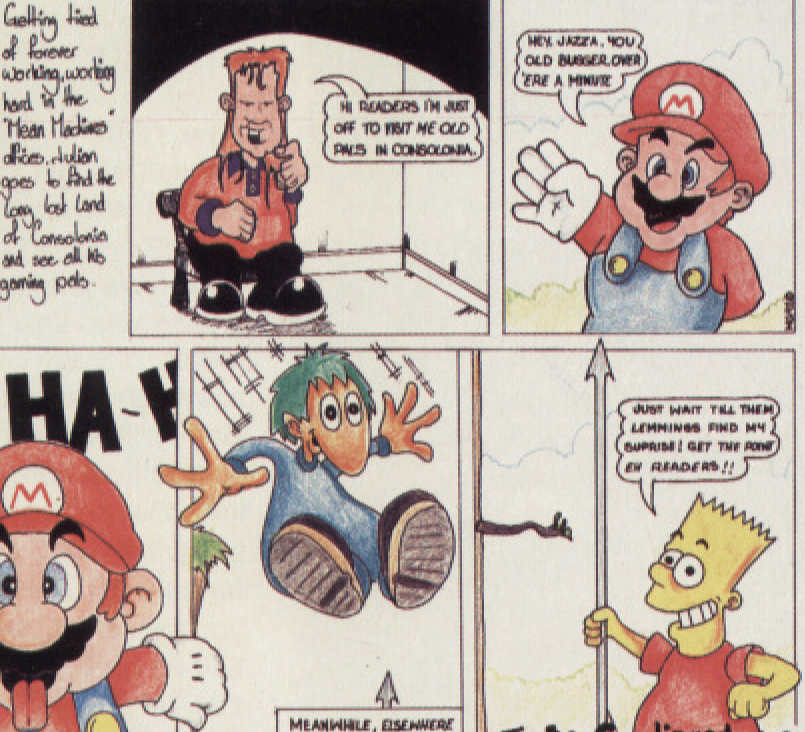
TERMINATOR QUERY

Dear YOB
In last month's issue of MEAN MACHINES you reviewed Terminator for the Megadrive, I also saw the game reviewed on Gamesmaster. The game looks very good and I was thinking about buying it when it comes out. But then I read Jazza's and Rad's comments on the game, they both say the game is very easy to complete. On Gamesmaster Rad said that the game packs quite a challenge and is difficult to complete. Why did Rad change his mind about Terminator?
N O Body, Nowheresville, Tennessee
YOB: What was seen on Gamesmaster was a very early demo that was tons harder than the final version of the game. Really it shouldn't have been reviewed because it was far from finished, but Rad had no choice in the matter. When the finished game finally came into the office for review, we were shocked by its crapness and the fact that it was far too easy to complete. The review we did reflected that and its other shortcomings.

C'EST FRANCAIS

Dear YOB
Recently, whilst holidaymaking in France, I stumbled upon a small newsagents, I decided to look in at the selection of console mags, hoping to find the latest copy of MEAN MACHINES. When I was looking I found a French Mag called Consoles Plus, so I decided to buy it anyway. I then noticed that the format was very similar to MEAN MACHINES, then a few pages on I came across a review of Double Dragon and to my great surprise I noticed that Jaz and Rich had written the review. It was exactly the same as the one in MEAN MACHINES, except in French. Are you aware that this mag is using your material and your mega techniques of reviews? Please answer because I can't bear to think that any other mag can come close to the excellence of MEAN MACHINES.

PS Do I get a reward for informing you of this?
Jo Knight, Tottenham, London
YOB: We actually licence the magazine to a French publishing company, who translate it into their language. So there's no iffy business going on - it's all part and parcel of United Europe 1992 and all that.



▲ *Matthew "Godfrey" Godfrey produced this rather macabre effort.*

CHEESE STICKS

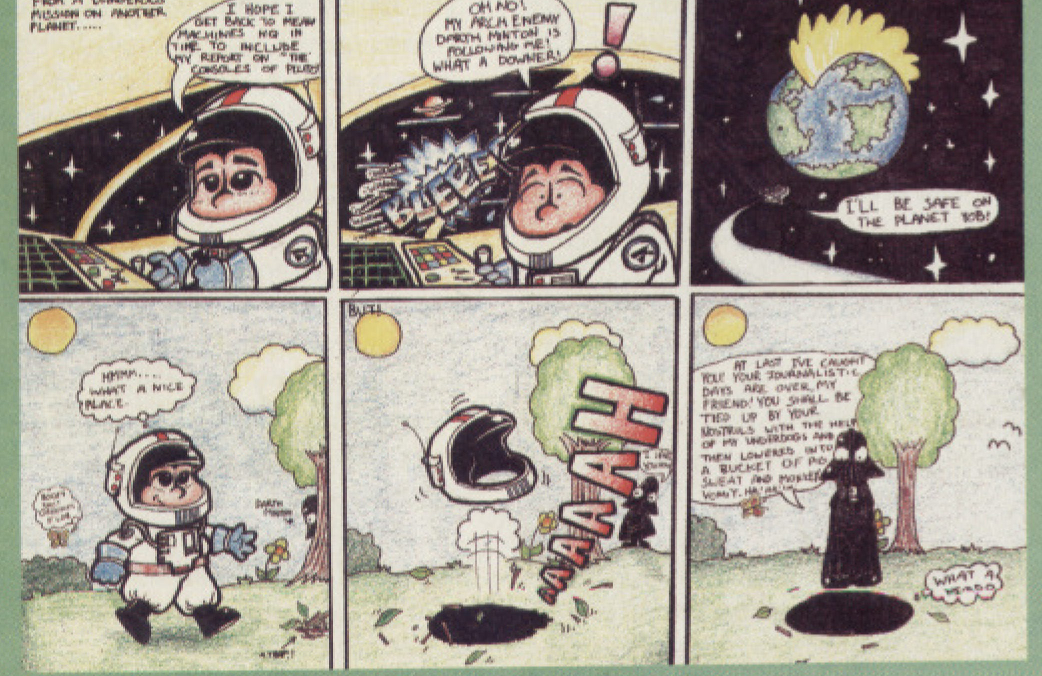
Dear Mr YOB,
Please explain to me why you constantly print boring repetitive letters by those who bicker over which machine is best, which machine has better graphics, is more aesthetically pleasing, does it matter?

Such mentally crippled individuals take computer games so seriously they probably eat, sleep and have, er, dinner with their machines. Computer games aren't the only thing in life you sad gits, how about going out once in a while? Stop treating computers as if they're Gods. Another thing which annoys me is people who write the "I recently got a Super Nintendo and would like to say how good it is" type letter. Yeah, as if the world wants to know that. Wouldn't it be better if these people wrote in to say "I recently worked out that the fact I am a chronically sad emotionally handicapped loner is because I spend every second of my free time playing on my computer."

Don't take me as a technophobic fascist, I am not opposed to a go or two on my machine or a waggle on the old joystick as the infinitely crap Dominik "Oh my word" Diamond would say.

On the subject of Mr Diamond, why does he feel it is his duty to represent the computer game playing generation when he knows stuff all about computing? For a start he knows nothing about the games, how about on GamesMaster while he was watching someone playing Duck Tales and Scrooge McDuck gained invincibility. "Oh my word and Scrooge McDuck seems to be narrowly avoiding those icicles" (although the sprite was passing straight through them). I mean even Frank Sidebottom could present the show better than him. But what really annoyed me was when in the Father and son crazy golf contest he gave the prize to the child because in his opinion the father was "too old to play computer games anyway". Let's hope with the new series they choose a presenter with a brain and a modicum of dress sense.

Less Amiga games would also be preferable in the new series as I am sure the only reason they had so many in the last series was so Mr Diamond could make constant queer references to big red joystick bashing.
Christopher Adam, Hastings, E Sussex
YOB: Happy now?



▲ *A straightjacket is on its way to James Hutchinson.*

GROSS IDIOCY

Dear YOB
I have a very big problem with my brother and I need your advice.

My brother bought a Gameboy a few months ago. Now he wants to sell it and get an Amiga 500 and the shops have stopped making it. So now he's made a good decision, he's going to buy a SNES. But my mum is worried about the money and when he's going to but it! My friend Lee is ripping my brother's magazines when he sees SNES reviews! And that has started a big argument with Lee thinking the SNES is rubbish. That's what I call a complete idiot!
Trystan Gill, Llantwit Major, South Wales
YOB: I can't think of a more apt place for you to live than your very own home town...

MEAN YOB!

N James, Tuffley, Gloucester
YOB: Whoever that person was is hopelessly ill-informed and completely and utterly wrong. She should be dunked head first into a bucket of sloppy poo, stripped naked and paraded through her home town with pictures of Perry Como's bottom covering her rude bits.

A BORE

Dear YOB,
The reason for writing this letter is because I am most bored. My life is a great bore I have just completed Mario 4 on the Super Famicom after having it for one week. Now while I write this I am listening to Metallica and contemplating either to spit my cherry stone at my cockatiel or just commit suicide by swallowing it.

Then while scratching the lower part of my body, and slipping into my mega wastic pants(?) I had a great idea. Why don't you hold a mega MEAN MACHINES competition. What the competition would involve would be that the readers of MEAN MACHINES could invent and create their own game. It could be a sports game, RPG, platform, beat 'em up or even a shoot 'em up, anything they like. Then they would send their game ideas on paper into you and MEAN MACHINES could pick the best one.

The prize could be that you give the idea game to Sega or Nintendo and they produce it. The reason for the compo is that I feel that games players (like me) would have a lot better ideas than them at Sega and Nintendo.
Richard Pursey, Ilford, Essex
YOB: Possibly. And it would be open to everyone except people who spit cherry pips at birds.

MONEY, MONEY, MONEY

Dear YOB,
I've noticed that Nintendo have cut their advertising to about once every 2 months on the telly and Sega have jumped into their spot and boosted their morale. Are Nintendo finally seeing that they are not the "World's Number 1 Games System" and that they are under threat from Sega? And the thing that put them in danger of going bust is their prices, £40-50 for an 8-BIT game. For the Sega you expect a Master System II for £10-35 and a Megadrive game for £30-40.
Tom Evans, Peterborough, Cambs
YOB: You're filling your pants with rusty water. And all for nothing.

THE GOOD, THE BAD AND THE VIDEO GAME

Dear YOB,
I am writing about the debate that video games are bad for children. The adults shouldn't criticise video games unless they actually try the games anyway if they did they would probably get hooked, and then lie and criticise them still because they couldn't face the torment.

Video games are good not bad, they increase our imagination. They increase our eye and finger coordination by about 58%. I think that parents should shut up and they'll find that we don't spend all our free time on them and that we do other things. I, for instance, do a lot of sports, athletics, swimming and reading. My advice is to the adults if you don't like the machines...TOUGH! Thanks for the great mag.
Lee McDonnell, Gainsborough, Lincs
YOB: I think both the pro and anti games lobbies should sit down and have a mass debate.

VOICE OF REASON

Dear YOB,
Cast your mind forward another 5 years, and imagine what your letters page will be like. I expect you'll be inundated with things like "I am the proud owner of a Megadrive (or Famicom) and am considering upgrading to the new 32-BIT Ultra Turbonutter (or whatever)."

When will people ever learn that no matter what machine they own it will eventually be superceded by another more technical machine? Why can't they understand that it's the playability that's most important not the sound quality or the number of colours?

Only the other day a group of us were discussing how the old Atari games were a pleasure to play, and in our minds some of the old classics still beat recent releases in the playability stakes. So look on it this way people, what machine would you rather have, your own trusty Megadrive/Famicom, or a stunning looking, fab sounding machine with the playability of a dead cat? I rest my case.
Rob Robinson, Rotherham, S Yorks
YOB: So do I.

▼ *A remarkably accurate pic of the team by Ceyhun Djemal.*



A FULLY ACTIVE GIRLIE

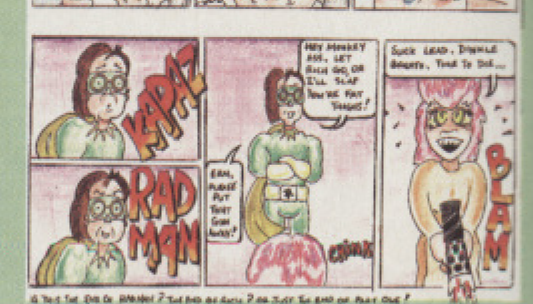
Dear YOB
What do you mean, girls are lazy? I have written in several times. I shall say no more on that subject.

The reason I am writing is that I was watching a programme on TV about computer addiction. A lady claimed that some people became addicted to computers. She said that it was dangerous, but I disagree. Even if a kid does play on a console for several hours a day, this does not mean they are emotionally defective loners.

Let's face it, if the kid wasn't playing on his or her console they would probably be watching some mindless drivel on TV while their brains turned to slush. At least with a console your IQ is stretched slightly beyond wondering whether Terry Wogan has all his own hair or not.

Have any other readers got any opinions about this?





▲ *A super-human job by Anthony Stevens.*



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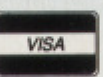
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Fresh back from the European Cup Final and Jazza is faced with yet another teetering pile of questions. Fortunately he's got his special answering rosette on and, as he always does, can come up with all the solutions to your queries. If you've got anything you need to know - and we mean anything - write in to: PAUL GLANCEY CERTAINLY GOT OUT OF BED THE WRONG SIDE THIS MORNING THE MISERABLE GIT Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

MUD FLAPS

Dear Jazza,
I am writing to request the answer to the following questions:

1. Will one of my favourite arcade machines WWF Wrestlefest be appearing on Super Nintendo soon?

2. When will Mario 5 be appearing?

3. Have you played the colour Gameboy, and if so, how good is it? When will it be appearing on import?

4. I terribly dislike idiots who in the May edition of MEAN MACHINES (the best console magazine in the world) call themselves Jake the Snake Roberts as some idiots did one issue ago (This is not a question).

5. Will Terminator 2 be appearing on the SNES?

6. Which is better, Super Off-Road (Megadrive) or Super Off-Road (SNES)?

7. Make an overall decision now which is better Super NES or Megadrive (it must be YES or NO)???

Macho Man Randy Savage (Ha Ha Ha Ha), Sarasato, Florida, USA



JAZ: 1. No, 'fraid not. 2. Not until next year - and even then it'll more than likely be a CD-ROM game. 3. No. 4. Or is it? 5. Yes - Christmas. 6. They're about the same. 7. How can I answer that question properly if the answer must be a yes or no? Still, you want it so: YES!

BACK DOOR

Dear Jazza,
I have been buying your skill mag for ages now and I can't help but notice that you don't review Neo Geo games. I would like to know why? I know the games are expensive but they are also fantastic! Just look at Last Resort. I really hope you answer this question as I really need to know.

Also, I heard a rumour that you are given back handers for reviewing games by certain companies and giving them high marks. I do hope this is a rumour as I will never trust your mag again.

Simon, W Yorks

JAZ: First of all, as you haven't noticed, we are a Sega and Nintendo magazine, and the Neo Geo isn't a Sega or Nintendo machine. Secondly, don't be so completely stupid. Are you really that thick or what?

I would also like to know if Castlevania 3 is coming out and if so when? I completed Castlevania 2 within 3 weeks, and therefore hope, if it comes out, that it will be a lot harder.

I would like to know if you have any information on these paks and when they will be out here, in England. Will there be different game paks available?

Brail Thimble, Guildford, Surrey

JAZ: The game you're talking about is a pirate cartridge made in the Far East. It's completely illegal and your friend should report whoever sold it to him to the Federation Against Software Theft. Their number is 0628 660377. Castlevania III won't be out for yonks yet.

YEAST

Yo Jazza,
I am a proud owner of a Megadrive I have a few questions for you and your trousers.

1. Have you seen Mega Lo Mania? If so what's it like and when's its release date?

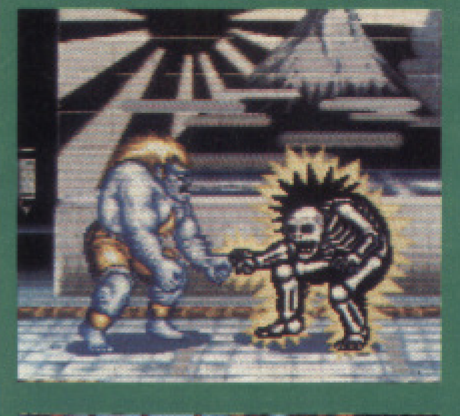
2. Will Sim City, Sim Earth and Sim Ant ever come out for the Megadrive? If so what are the release dates?

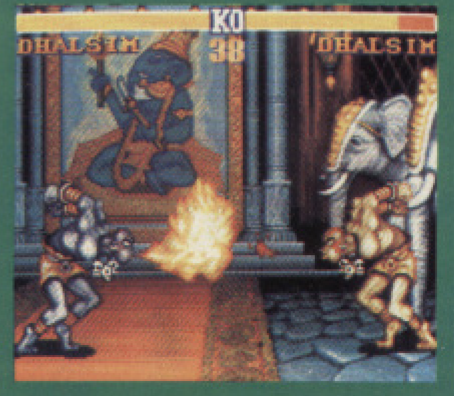
3. What does the Wondermega do?

Andy Bond, Doncaster, South Yorkshire

JAZ: 1. It's very good and will be released late '92 early '93. 2. No. 3. All sorts of things.

HOSE PIPE





Dear Jazza,
I own a SNES help me out I need to know.

1. What is a "Super Gun" and will you do an article on it?

2. Is SF2 on the SNES one player only?

3. Is it true that when the CD-ROM comes out on the SNES the first game will be SF2 Champion?

William Mann, Acton, London

JAZ: 1. A Super Gun is a weapon that the Iraqis tried to make at the beginning of last year. Fortunately the parts were intercepted and the project was never completed. 2. No. 3. No.

CAT FLAP

Dear Jaz,
One of my friends at school said that he had bought a 32 in one game pak for the Gameboy. Of course knowing Bobby it was probably a load of rubbish. Two days later, he brought this mystery pak in. Although the games were not like Castlevania 2, which I have, I think that they are still quite amusing. Their games range from Tetris to Othello. I think that these games would be ideal for travelling or just mucking around.

CROWN JEWELS

Dear Jaz,
I have a few questions for you to answer. Thank you.

1. In the future do you think Sega and Nintendo will join in as one company?

2. Will Streetfighter 2 and Final Fight come out on the Megadrive?

3. If a Megadrive is a 16-BIT machine why are the games 4-BIT and 8-BIT?

4. Will WWF come out on the Megadrive?

5. Your magazine is magic if I may say so.

S Thoms, Dundee, Scotland



JAZ: 1. Yeah. About the same time as God and the Devil join forces. 2. No. 3. The Megadrive is a 16-bit machine - that means it has a 16-bit processor. Your thinking of 4 and 8 megaBIT - that's the memory size of the game cart. Doh! 4. Yeah. 5. You may.

FIDDLE

Dear Jaz,
I would be very grateful if you could answer my questions which no-one has thought of yet!

1. If you were to be playing an RPG on the Mega-CD how would it be possible to save your position, as you can do on cartridge with the battery back-up?

2. You said that it would be tons better than the Commodore CD-TV but my friends don't think so. Is it?

3. Which do you reckon will be the better machine the Mega-CD or the Super Famicom CD-ROM?

4. I read in one article that the Mega-CD would have no enhanced graphics or sound chips, but then in another article I read that it would have better graphics chips and an extra 8 channels of sound. Could you please explain this as best you can in as much detail as possible?

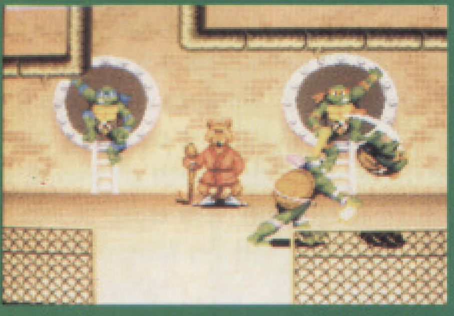
5. I also read in this Jap magazine (with English text) that Nintendo copied their ideas for the SNES from Sega's Megadrive, is this true?

6. My friend asked me to ask you if there'll ever be a hologram game on the Megadrive like the arcade one?

Bob, South Wales

JAZ: 1. You don't actually save it to CD - the stuff is saved to a battery-backed memory bank located inside the Mega-CD itself. 2. Your friends are spazmos - they're completely wrong. 3. Don't know yet because we can't compare them properly. 4. It has chips allowing it to do different tricks such as sprite scaling - the graphics capabilities are unchanged as such. 5. Of course not. 6. Your friends are absolutely as thick as cack. Doh! Of course there won't be a hologram game on the Megadrive - the arcade machine wasn't a hologram, it was just a trick with mirrors to fool completely brain dead nincompoops like your friend.

MELONS



Dear Jaz,
I recently bought the official PAL Super NES and have a few questions that simply must be answered (or I'll scream!).

1. When Final Fight is released over here, will it be the original Cody version, or the new and improved Guy version?

2. I know that Turtles are amazingly unfashionable, but Turtles in Time looks great! Are there any plans for a British release?

3. Is there any further development with the SNES 8-bit adaptor?

4. Although the SNES CD system is still in development are there any definite games that can be named?

Antony Guy, Scunthorpe, South Humberside

JAZ: 1. It'll be the tweaked American nancy-boy poofy version without any girls or black people in it. For some reason Nintendo decided to take those out. Doh! 2. Yeah, later on this year. 3. No - we'll let you know when there is. 4. Nope.

BUTTERED BUNS

Dear Jaz,
Please answer these questions because I need the answers desperately.

1. I have a Megadrive with six games. I am thinking of selling it and getting a Super Famicom because I am desperate to get Smash TV. Do you think I should sell it or keep it and wait until Smash TV comes out?

2. What do you think of the Sega Arcade Powerstick as I am thinking of getting one if I do not sell my Megadrive?

3. I went into an arcade the other day and saw a game called Captain Commando. I played it and it was brilliant. Is it ever going to come out on the Megadrive, if so, when?

4. Is Streetfighter II or Streets of Rage II going to come out on the Megadrive, if so, when?

Paul Garrett, Orpington, Kent

JAZ: 1. Wait for it, you impatient little brat. 2. It's okay. 3. There are no plans to convert it, and if it was due for conversion it would more than likely appear on Super NES. 4. No and Yes - later this year.





SAUSAGE ROLL

Dear Jaz,
I am a James Bond fan, and I was wondering if any James Bond games will be appearing on the Megadrive and if so which ones?

Adam Pell, Milton Malsoy, Northampton

JAZ: Yeah, James Bond 007 will be appearing on Megadrive later on this year. We'll keep you posted.

WIDE LOAD

Dear Jaz,
A few weeks ago the powerpack on my Megadrive broke down. This was a Spectrum +2 powerpack supplied with the machine. I tried a friend's one and it worked fine until one day when I switched it on I got an off-white screen with flickering black bands. I tried the powerpack on my friend's and the same happened (his had been working fine until now) although when his is switched on you get a Sega message (on some Japanese models). We got a new powerpack but nothing happened. The strange thing is that both machines went simultaneously. Both machines are Japanese and my friend's powerpack is official. Please answer this quick as I'm dead if my folks find out.

Anon, Tralee, Co Kerry, Ireland

JAZ: Sounds like the fuses have blown - but I can't be sure. I'm afraid you'll have to send it away to whoever you bought it from to get it fixed.



HOME-MADE GLUE

Dear Jaz,
Would you please answer my questions and I'd be most grateful.
1. Are there any release dates set for Streetfighter II and Super Probotector on Super NES?
2. When I first read the "Super NES 32-meg boards" article in last month's MEAN MACHINES you've kinda got me confused: NEW cartridge system? Isn't the CD-ROM capable of handling 32-meg games after all? Please explain this to me. I'm already thinking you're trying to trick us MEAN MACHINES readers.
Onno Iouwen, Holland
JAZ: 1. They're both available now on import - they'll be released officially in Europe in October. 2. The CD is capable of handling huge amounts of information - nearly 5200-meg. Cartridges are comparatively small - 32-meg is the biggest yet seen on Nintendo. There's no trick, it's just that the two formats have different memory capacities.

OBOE

Dear Jaz dude,
I am asking you to answer my questions because if you don't I'm going to kill myself.
1. When will Revenge of Shinobi 2 be released for the Megadrive?
2. Last month's MEAN MACHINE'S gave Terminator 43% when C+VG gave it 94%. So why did you give Terminator 43%
3. Will there be any Teenage Mutant Ninja Turtle games for the Megadrive and if so when will they be coming out.
4. Why don't Konami make any games for the Megadrive.
5. Will there be Spiderman: the Arcade game coming out for the Mega CD.
6. Will there be any radical cool beat 'em up's for the Megadrive or the Mega CD and if so when.
6. Will there be Sonic 2 coming out for the Megadrive and, if there is, will there be a grey Sonic in it as well.
7. Is it true that Electronic Arts are making a console of their own to beat the Wondermega.
Sajjad Ifthkar, Edinburgh, Scotland
JAZ: 1. Eventually. 2. Read the review, Dumbo - it says why there. 3. No. 4. Because they're Nintendo manufacturers. 5. No, just on cartridge. 6. Yes and no. 7. Yes - more news on that when we have it.

RUSTY WATER

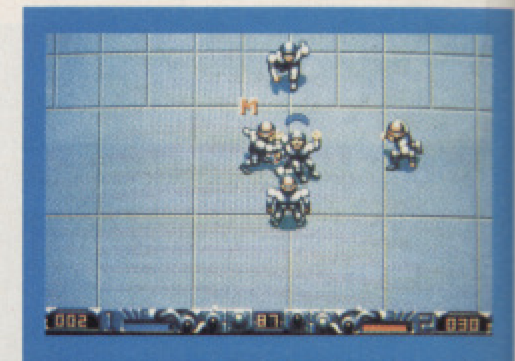
Dear Jazza,
Could you please answer these questions as my friends and I desperately want to find out the answers!
1. Are there any tennis games planned for the Megadrive?
2. Are there any new beat 'em ups coming out on the Megadrive as there are hundreds for the SNES (including Street Fighter II!).
3. Is there any news on how Megadrive owners will be able to combat the new security chip being placed in cartridges (as mentioned in issue 21), as I own an imported Megadrive
4. Have you seen the new wrestling game called Jesse "The Body" Ventura by Dreamworks? If yes, is it any good?
5. Will the Secret of Monkey Island I or II, or any Leisure Suit Larry games come out on the Megadrive?
Danny Kelley, Poplar, London



JAZ: 1. Yes - Jennifer Capriati Tennis and Andre Agassi Tennis are both scheduled for later on this year. 2. Streets of Rage II and Fatal Fury are coming out on Megadrive - both of those are very jolly beat 'em ups. 3. No. 4. No. 5. Yes - all on Mega-CD, though.

NUTS 'N' BOLTS

Dear Jazza,
I live in Australia and nobody here knows diddly squat about the Sega Game Gear, so would you please answer my questions.
1. When will the Master Gear and the TV Tuner be released in Australia?
2. Will there be a Sonic 2 on Game Gear?
3. Will there be a cable that lets you play Game Gear on the TV?
4. Will the PC Engine GT ever come out in Australia? If so, when?
T Sampson, Perth, WA
JAZ: 1. Dunno. 2. Yes. 3. No. 4. No.



LUMPY GRAVY

Dear Sir Master Jazza "King of Consoles",
I would be grateful if you could answer a few questions for me.
1. With the new 32-meg cartridge will there be any compilation carts? For instance would it not be brill if there was a Psygnosis cart containing: Shadow of the Beast, Shadow of the Beast 2, The Killing Game Show and Awesome. And a Bitmap cart containing: Speedball 2, Xenon 2 and Cadaver.
2. How much would these cartridges be selling at compared to normal Super NES games?
3. When will Konami be releasing Castlevania IV and Super Probotector (Super Contra) officially in the UK?
4. Is there any chance of the hit Williams coin-op, Total Carnage, on the Super NES?
5. With Konami producing Turtles IV: Turtles in Time is there any chance of them producing a conversion of the original coin-op (maybe on a 16-meg cartridge)?
Stuart Browning, Bury, Lancs

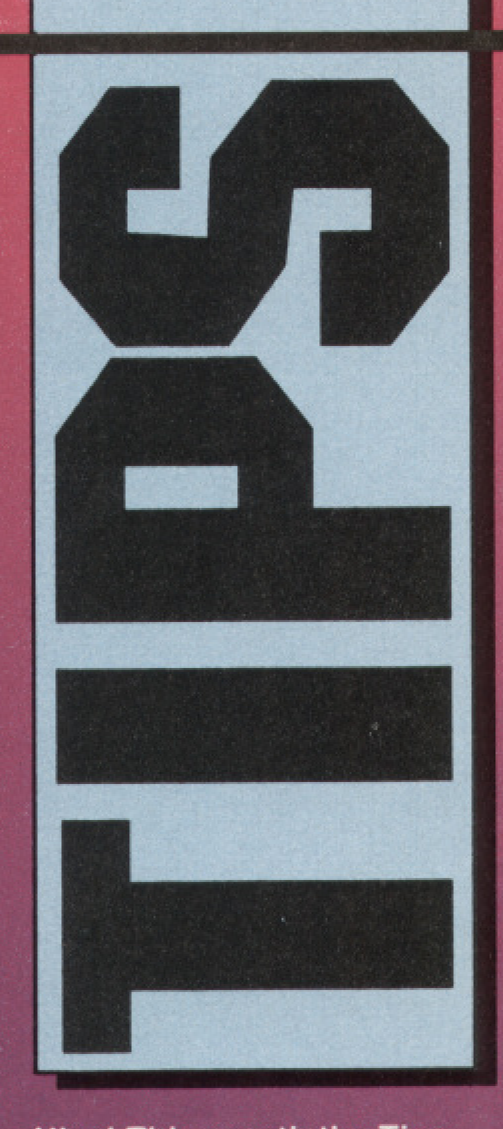


JAZ: 1. It's not quite as simple as that. CDs are the formats destined for compilations, not 32-meg carts. 2. Dunno. 3. Later on this year. 4. Yes - next year. 5. Nope.





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Hiya! This month the Tips Section goes into overdrive with possibly the best selection of tips we've ever produced! What's more, you've doubtless seen the mega tips book on the cover too! What a bargain! Amongst the goodies in this month's section are codes for Mission: Impossible, Top Gear (and Top Racer!), Krustys Fun House and Splatterhouse II! What's more, the dude known as Martin Phenix has provided a complete map to the Nintendo RPG Swords 'n' Serpents! If you've got some amazing tips you think we must know about, send 'em in to MEAN MACHINES TIPS, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. If your tips are completely amazing, you could win yourself £150.00 worth of software - all for the price of a stamp. Are we generous or what? Get writing!

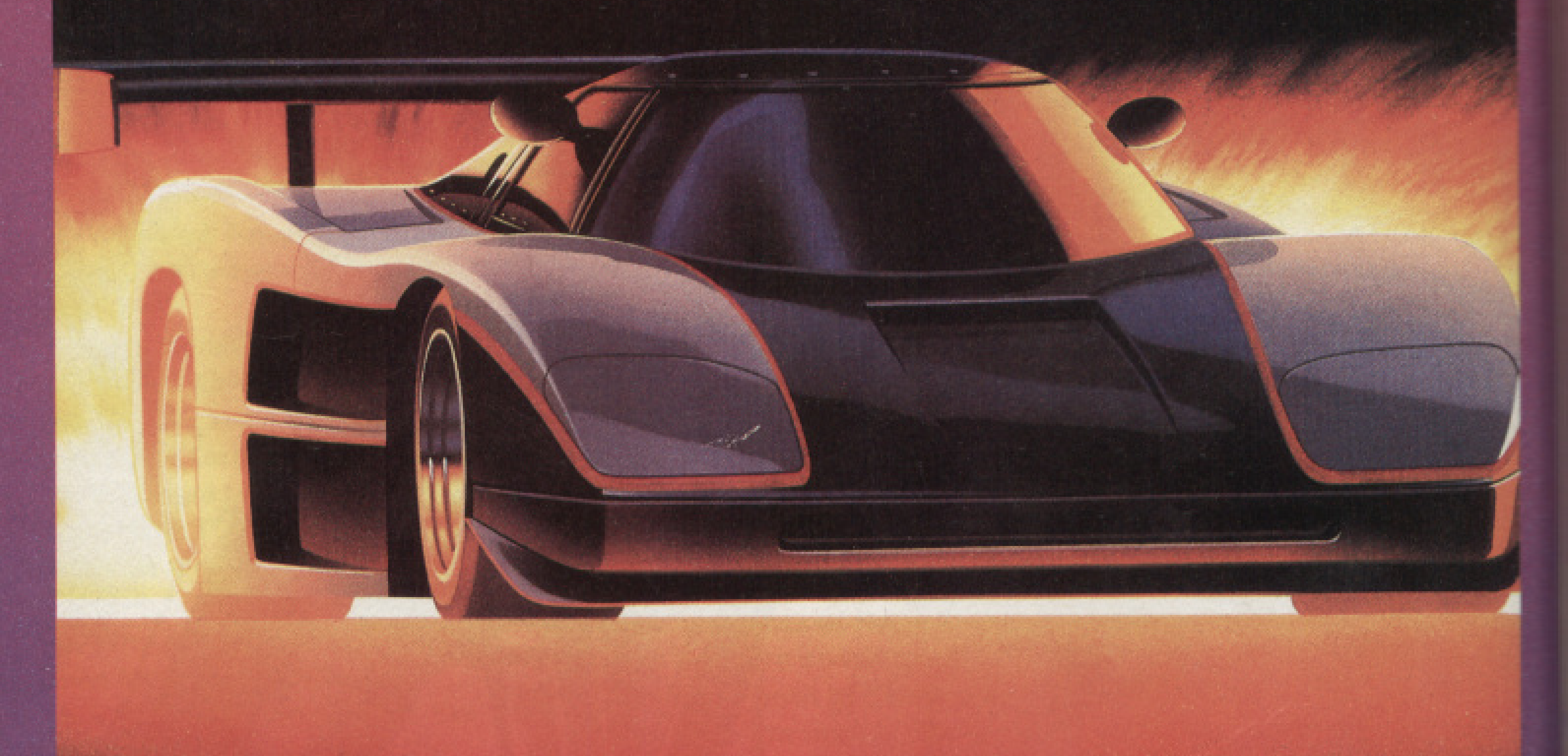
TOP GEAR

Cor! Would you believe it? This month we've been deluged with complete lists of codes for Top Gear. Not only that, but we've also got the complete code list for its Japanese counterpart, Top Racer. The thing is, You only need the passwords for the UK course in order to select the whole lot. So, for each skill level try these codes:

TOP GEAR
AMATEUR: HORIZONS
PROFESSIONAL: SEASONAL
CHAMPIONSHIP: KEELSON

TOP RACER

AMATEUR: HORIZONS
PROFESSIONAL: SEASONAL
CHAMPIONSHIP: VALHALLA



CONTRA SPIRITS

Once again, George Nagata's translating skills enabled us to bring these tips to you. Hurrah! To get 30 lives, on the title screen press DOWN, DOWN-RIGHT and DOWN very quickly. If you select TWO-PLAYER A or TWO-PLAYER B you get 30 lives for both players! If you fancy feasting your eyes with a stage very quickly, Once again, do this on the title screen. This "cheat" enables you to access a sound test. On the title screen, press RIGHT, DOWN, DOWN-RIGHT and press button X very quickly.

We had another interesting tip



select, press DOWN, DOWN-LEFT, LEFT and START sent in courtesy of... er, someone who forgot to put their name on their letter! Doh! But still, if you fancy doubling up your firepower, follow this cunning tip. The down-side of this is that you NEED an autofire joypad for it to work. Its best that you have the spread gun and the laser as your weapons. Right then, enable X as a rapid fire button and keep it pressed down. Now then, whenever you fire, your autofire button will switch between your weapons at high speed, enabling you to fire both weapons simultaneously! Cool or what!

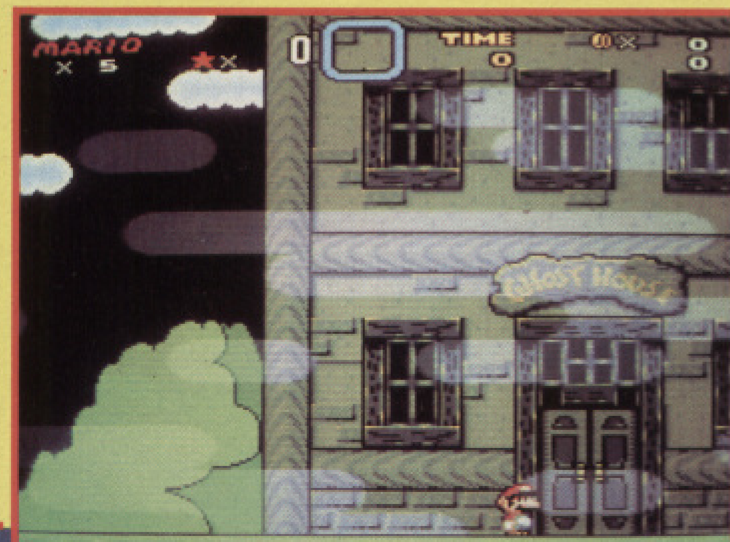
FINAL FIGHT GUY

Here's a little tip translated for us by George Nagata. To get extra energy on this conversion of the spiffy coin-op, on level four just walk up and down in front of one of the white dogs. Your energy level should now start to increase, and just as long as you continue to walk up and down, you should be able to completely refill your energy bar! Excellent!



SUPER MARIO WORLD

Oh no! Not yet another Mario tip! Argghhh! However, this one is quite useful. On the American and British (it might work on the Japanese game - I havent had time to check that!) versions of the game, you can re-enter castles that youve blown up by pressing L and R (the buttons on top of the pad) together. Once again, I would credit that tip to someone, but about thirty people sent this tip in. Coo!







EXHAUST HEAT



If [illegible] faster spe[illegible] Formula One game, follow this smart tip supplied to us by George Nagata (again). To travel at speeds over 400kmph, tap the L and R buttons very quickly.

BATTLE BLAZE



Are there any limits to the translating skills of the man Nagata? Well, perhaps not. This tip he translated for the very poor Battle Blaze enables you to get to a super options mode. Just press down SELECT and then press START. For infinite credits (yay!) first of all go to the options mode detailed above. Now press X while holding UP then press Y while holding LEFT, then press B while holding DOWN. Finally, press A while holding down RIGHT! And there you are - infinite credits. Excellent!

SIM CITY

This little cheat gives you loadsamoney in this topper geographer's dream of a game. Firstly, get rid of all your money. Set the tax rate at zero and wait until the end of the year. When the budget screen appears, hold down L and exit the screen. Quickly re-enter the budget screen (still holding L) and put all funding level at 100%! You should receive $999,999 in cold cash! I would credit this tip, but around 17 different people sent it in so I won't bother.

KRUSTY'S FUNHOUSE

Yet another game that's been mercilessly tipped! This time the culprit is the individual known as Ray Fawcett from Redhill in Surrey. Well, er... here they are!

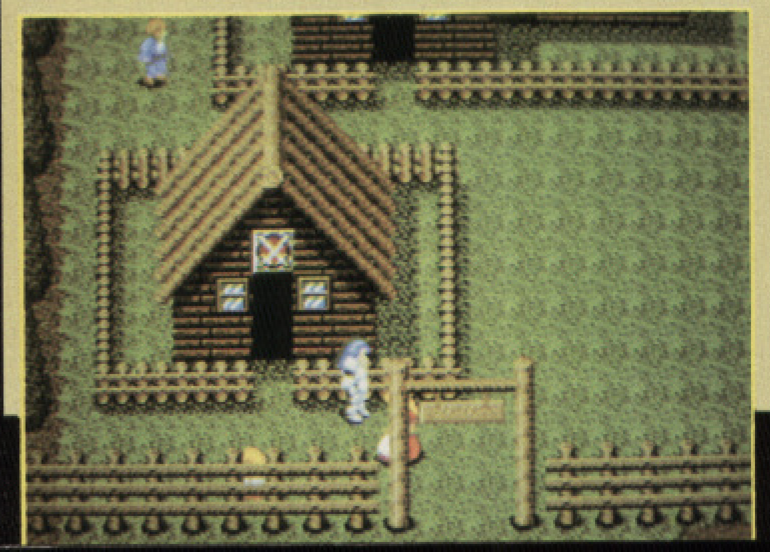
LEVEL TWO: WHOAMAMA
LEVEL THREE: FLANDERS
LEVEL FOUR: BROCKMAN
LEVEL FIVE: SIDESHOW





SWORD OF VERMILION

"I have a cool cheat for Sword of Vermilion," writes the person called Alex Khosrowpour (bless you!) from London. Speak to Bearwulf inside his home in Keltwick. He gives you the dungeon key. Now go and sell it at the equipment shop for 1000 kim! Return to Bearwulf once more and you find that the key has mysteriously made its way into his possession again! Get the dungeon key and sell it again! Repeat the process and loads of cash is yours!



STEEL EMPIRE





This import game, soon to be officially released by Acclaim, has come under the scrutiny of Nicky Lee and his tip-dealing prowess of doom! Follow these tips to make this easy game even more of a cinch.

99 BOMBS

Start the game and on the ship select screen press the following sequence on a controller plugged into port two. C, A, C, A, START, B.

ROUND SELECT

Go to the options menu and move the cursor to the sound test option. Select sound test one twice then select sound test nine once. Now select sound test two once. The round select should now appear.

99 LIVES

Make sure you're in the options menu to get this cheat to work. First of all, change the options to the following: DIFFICULTY: Hard, STOCK: 2, CREDIT: 1, SOUND TEST: 65. Start the game as normal and you should have 99 lives! Yonks!

LEVEL SKIP

Once again, this cheat is activated on the options screen. Change the options to the following: DIFFICULTY: HARD, STOCK: 2, SOUND TEST: 77. Now then, during the game, press B on the the pad in port two to skip levels. Like wow!

DONALD DUCK: QUACKSHOT

Another tip here that gives you lots of 1-UPs on this cool Disney tie-in. First grab the Bubble Gum Blaster in Duckberg and enter Dracula's castle. Proceed until you reach a large stack of barrels. Blast the last barrel on the second row to reveal a 1-UP. Now leave the castle, return and get the 1-UP again. You can do this as many times as you like. Refill your bubble gum ammo at Duckberg if you run out. This tip was sent by the man known as Brett Robinson.

JOE MONTANA II

Here's a tip from Steven Sherlock of Bognor Regis in West Sussex. Quite cunningly, it lets you create your own password for this talking American Footie game! All you have to do is receive any password. Anything will do, honest! Now then, record the first three letters and the last two. Now insert the following letters in the middle of your code. And there you are!

FIRST ROUND: R555B
LEAGUE CHAMPIONSHIP: S555D
SEGABOWL: T555H

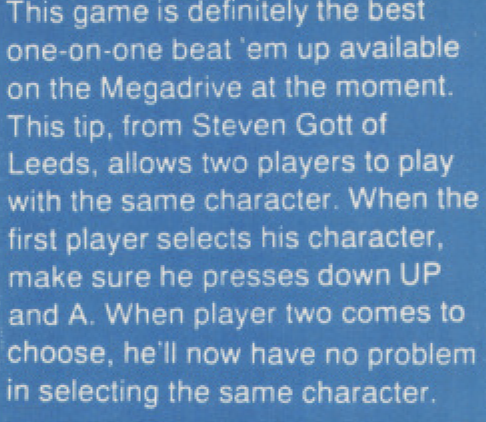
MIKE DITKA POWER FOOTBALL

Another Brett Robinson tip, this little code enables you to play the final match of the game as the Buffalo Bills. Hooray! Hooray!

FyC42u

M1 BATTLE TANK

This tip, again from Steven Gott, enables you to become invincible on this tiresome tank simulation. All you need to do is press down: B, B, C, B, C, C, C, B, C, B, B, C, and START. Do this on the demo mode and invincibility is your for the taking.



This game is definitely the best one-on-one beat 'em up available on the Megadrive at the moment. This tip, from Steven Gott of Leeds, allows two players to play with the same character. When the first player selects his character, make sure he presses down UP and A. When player two comes to choose, he'll now have no problem in selecting the same character.







ALISIA DRAGOON



Wow! Loads of tips for this excellent platform shoot 'em up, supplied to us by George Nagata and his amazing translating methods of excellence! Follow these instructions very carefully:

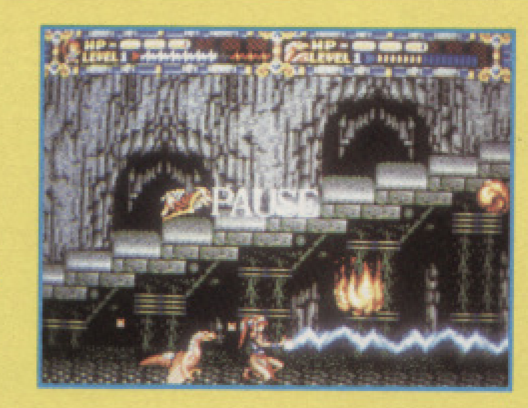
Power-up your machine. After the word SEGA disappears hold down A until GAME ARTS disappears. Hold the B button down until GAINAX disappears. Now press down C until MUSIC COMPOSED BY... disappears. When the stars come out of the crystal, press START. There should be a sound to indicate that the cheat has worked properly!

Now, during play, press button C on a pad plugged



into port II. Pressing C again jumps to stage one. B moves you to stage two. Pressing B and C down together warps you to stage three. Push down button A to go down to stage four. Pushing down A and C together jumps you to stage five. If the prospect of travelling to stage six takes your fancy, press those A and B buttons down. If, on the other hand, you fancy a trip to stage seven push A, B and C down together.

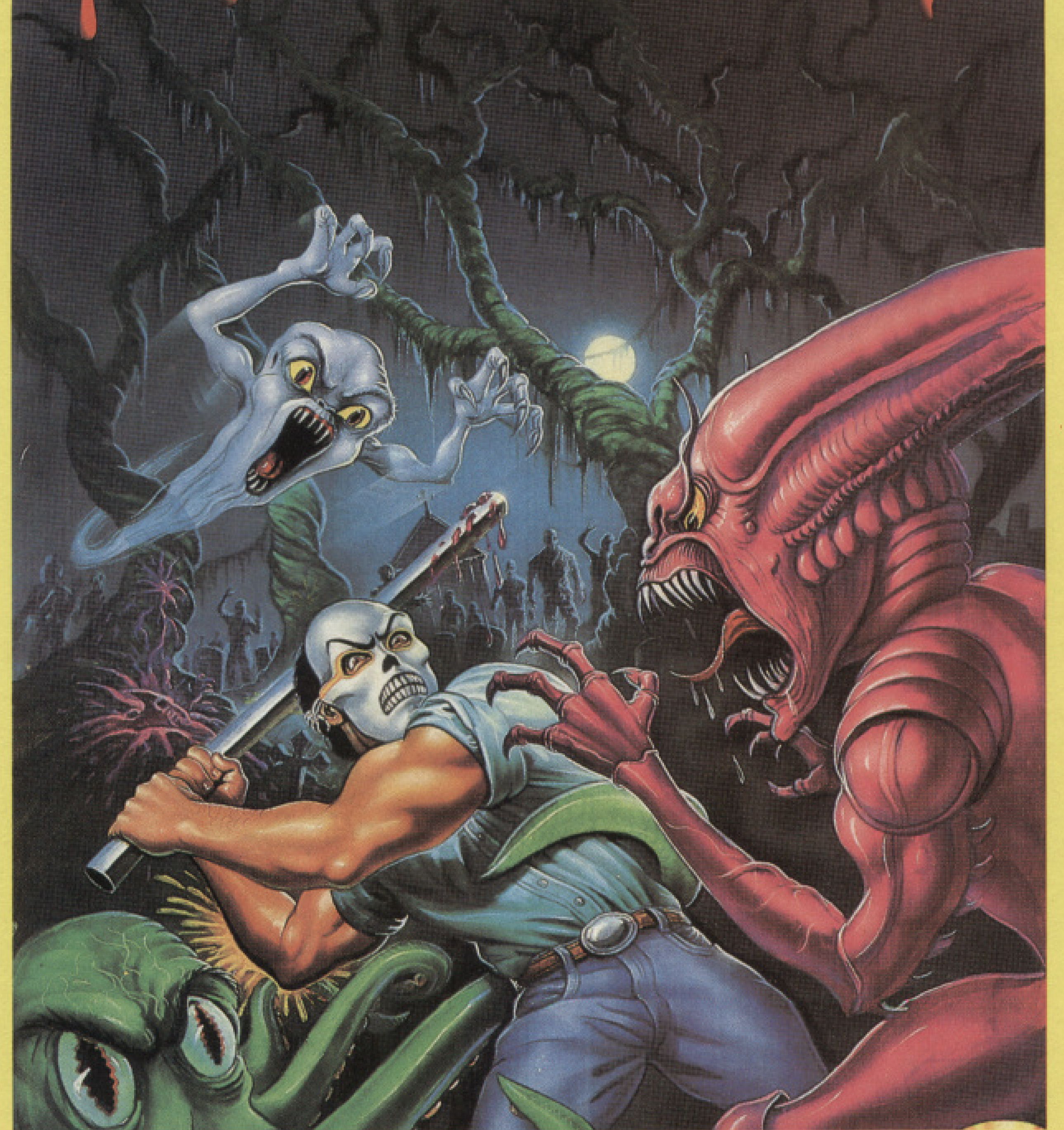
But that's not the end of it by half, oh no! While playing, push button A on the pad in port two and follow these instructions. Push B on pad II to return to the action. Push UP on pad I and B on pad II to maximise your hit powers. Push LEFT on pad I and B on pad II to raise the lightning level of Alisia. Now then, pushing RIGHT on pad I and button B on pad II to maximises the powers of the enemy monsters. Pushing the LIGHTNING button on pad I and button B on pad II to power-up your lightning. The MONSTER SELECT button and B on pad II enables you to be immortal. Brilliant eh?













So, you've just bought this "gory" effort of a game have you, eh? Well, heres the complete list of level passwords to get you right through to stage eight! Is that stunning or is that stunning? But that's not all, because the sender of these tips, Richard Page from Bingham, has also sent in some tips to get hold of the extra weapons found in the game.

STAGE TWO: EDK NAI ZOL LDL
STAGE THREE: IDO GEM IAL LDL
STAGE FOUR: ADE XOE ZOL OME
STAGE FIVE: EFH VEI RAG ORD
STAGE SIX: ADE NAI WRA LKA
STAGE SEVEN: EFH XOE IAL LDL
STAGE EIGHT: EDK VEI IAL LDL

WEAPONS

The chainsaw is obtained by taking out the garden shears AFTER you have knocked the chainsaw to the ground. This is found at the end of the third stage. Check out the ground on the first board of the fourth stage (in the mist). On the fifth stage, as well as the potassium bricks, there is also a shotgun on the wall on the first board of this level. It's under the acid-spitting gaygoyle.



ADVENTURES OF LOLO II

Codes ahoy! If you're having problems getting into this puzzle arcade game (like a couple of the more spazzier members of the MEAN MACHINES team were), examine the following codes and off you go!

LEVEL 1-5: PRPJ
LEVEL 2-2: PLPY
LEVEL 2-4: PGPG
LEVEL 3-2: PMPB
LEVEL 3-5: PDPQ
LEVEL 4-2: HPPP
LEVEL 4-5: HVKT
LEVEL 5-2: HBKM
LEVEL 6-2: HYKL
LEVEL 6-5: HTKV
LEVEL 7-5: QQDD
LEVEL 8-2: QRDJ
LEVEL 9-2: QZDC
LEVEL 9-5: QJDR

TOTALLY RAD

This amazing tip enables you to claim extra lives! Get to the first green soldier and position yourself so that a massive number of troops are on-screen. Now hold down the fire button and start killing! You should receive an extra life up to a maximum of 13 for every 100 men!

QUANTUM FIGHTER KABUKI

This topper tip lets you swap your chips for energy should you be running low on the precious life-giving commodity! Simply pause the game and press UP to affect the reversal. If you want to do exactly the opposite, no problem! Just pause the game and press DOWN!

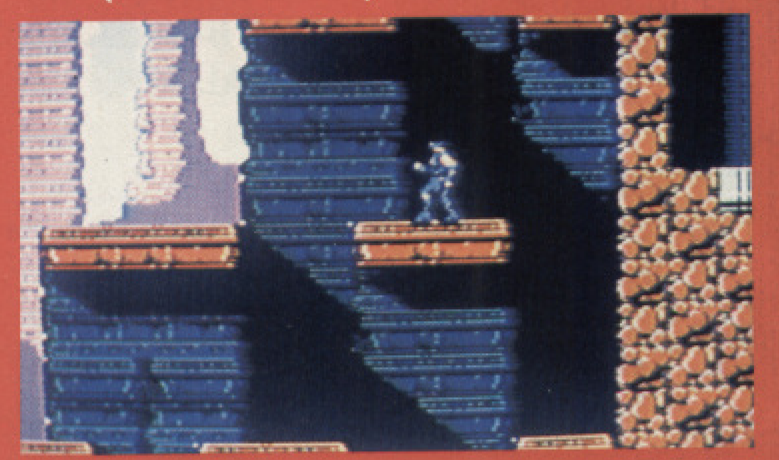
LOW-G MAN

This must be one of the most heavily tipped NES games since The Simpsons! This tip from Brett Robinson enables you to get 99 lives! Amazing! Just enter this code:

SHOT

This code enables you to see the end of the game:

YES(HEART SIGN).

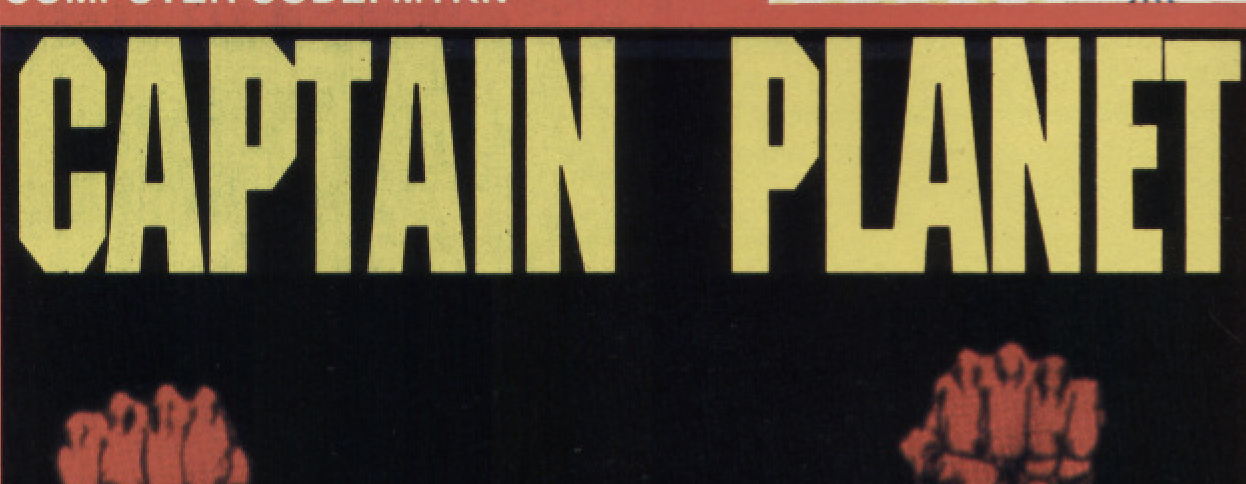


MISSION IMPOSSIBLE

Here are a complete list of codes for this tie-in with the classic '60s TV show. Examine the codes below!

LEVEL TWO, VENICE: HMPR
LEVEL THREE, SYRINX TEMPLE: KMVW
LEVEL FOUR, SWITZERLAND: XDGJ
LEVEL FIVE, SWISS ALPS: TVJL
LEVEL SIX, CYPRUS: QBYZ
COMPUTER CODE: MTKN







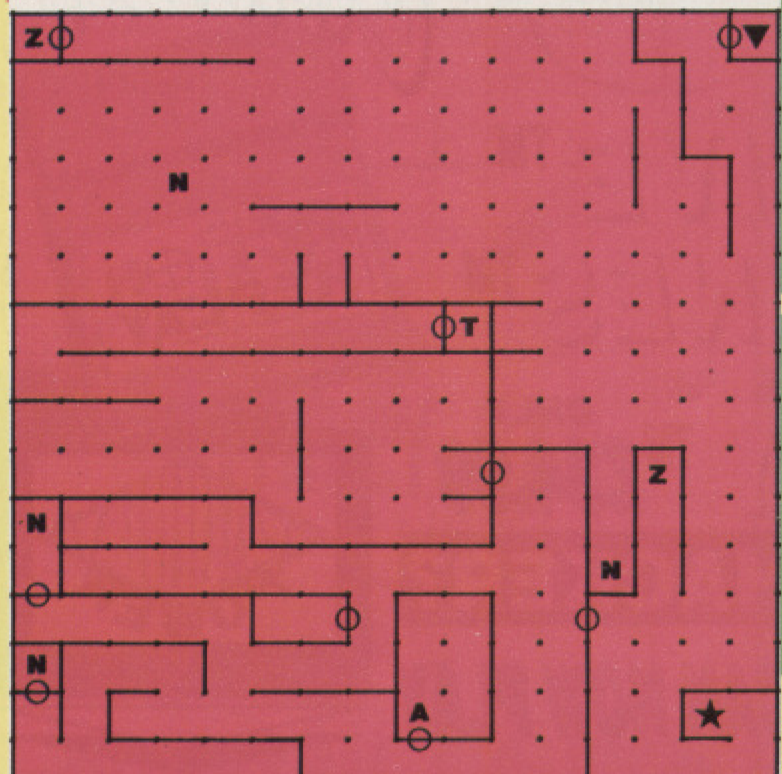
We've had the full list of passwords to this for some while now (since we reviewed the game over Christmas in fact), but we werent allowed to publish 'em! However, we can print them now because James Doherty has sent them in! Hurrah! So, here we go.

LEVEL 1-2: 763754
LEVEL 2-1: 955783
LEVEL 2-2: 637511
LEVEL 3-1: 148574
LEVEL 3-2: 186565
LEVEL 4-1: 920272
LEVEL 4-2: 799274
LEVEL 5-1: 344551




MAPS SPECIAL

Once again, the man known as Martin Phenix has completely mapped another Nintendo epic - Swords and Serpents! For anyone stuck on the game, there are also appropriate tips to help you through. Cor!



LEVEL 1- DESTINY AWAITS

LEVEL ONE

Collect the Black Crystal and take it to the Old Man. He teleports you to level 13! The Zoom tube takes you to level six!

LEVEL THREE

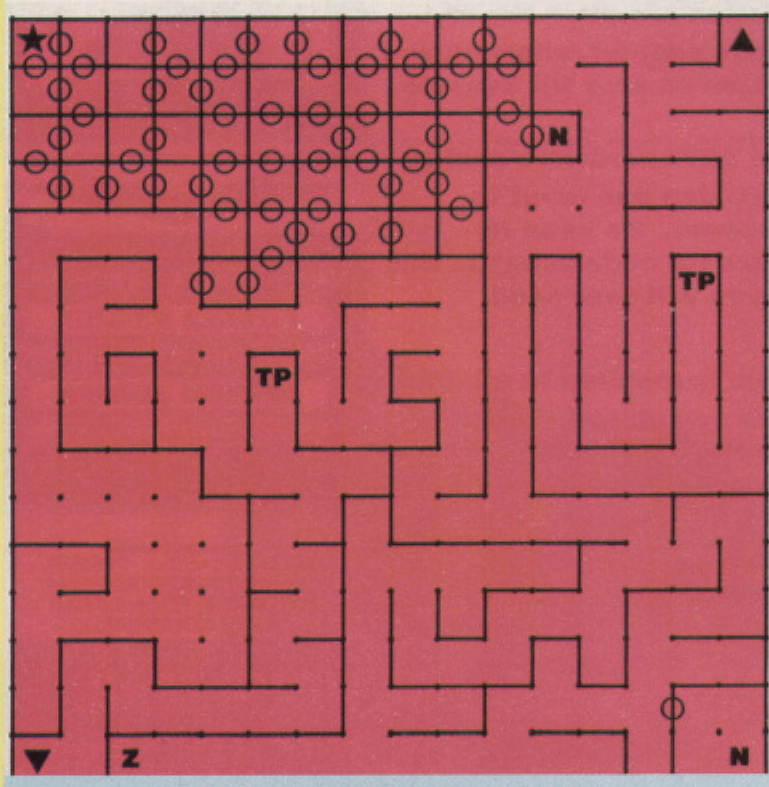
Watch out for the X! You MUST use your flight spell to zoom over this particular hazard. Collect the horseshoe and the key.



LEVEL 3- THREASHOLD

SWORDS and SERPENTS



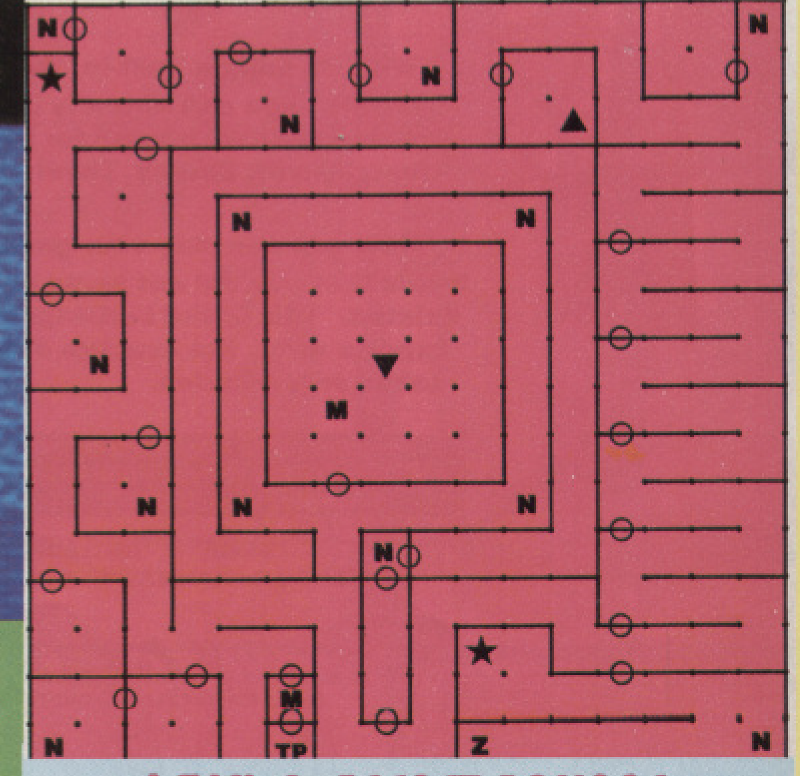


LEVEL 2- ZOOM TUBE



LEVEL TWO

Collect the ruby glasses on this level!



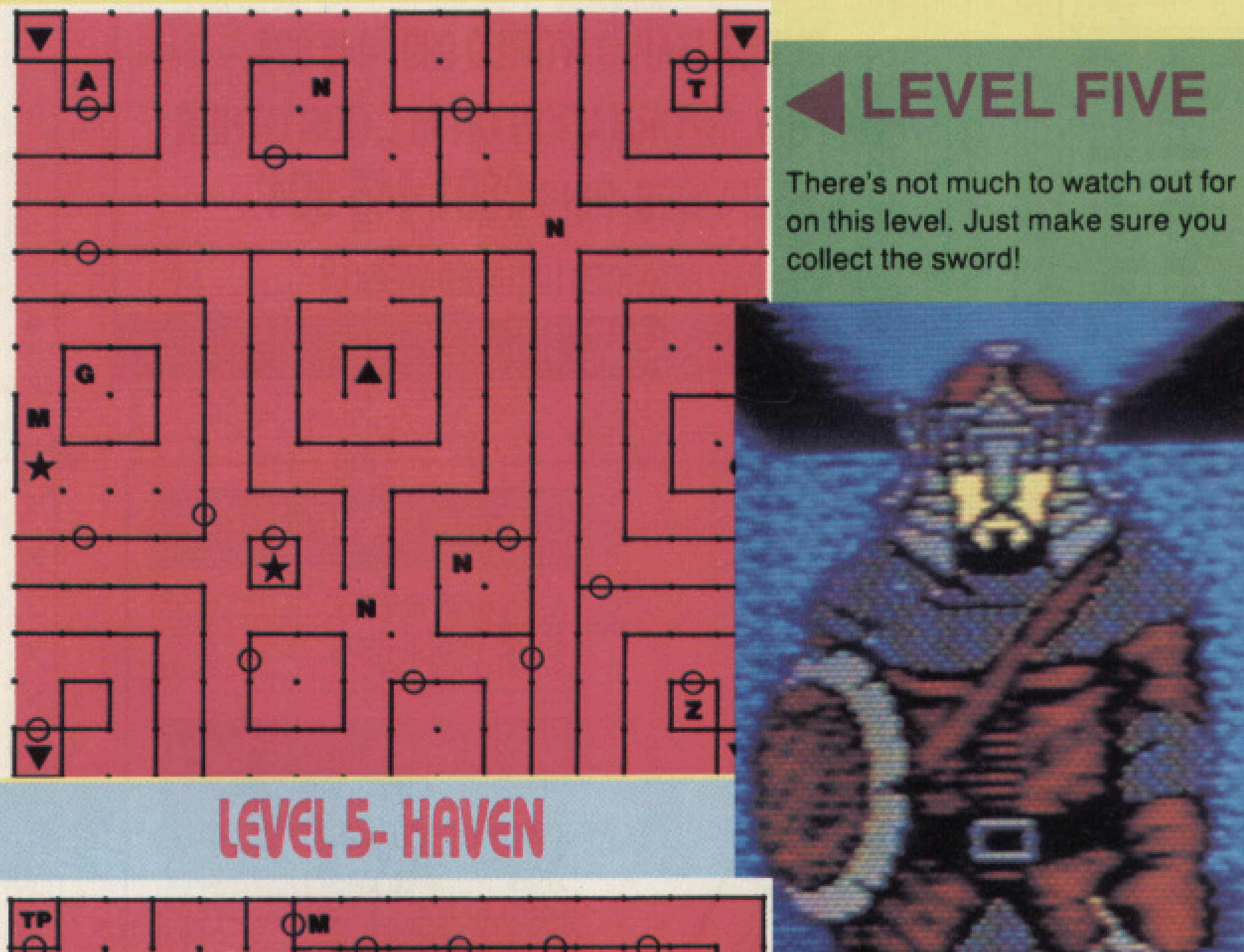
LEVEL 4- SECRET SQUARE

T = TEMPLE
A = ARMOURY
★ = SPELL
N = NOTE
M = MAGIC FOUNTAIN
G = GOLD
○ = DOOR / PASSWALL
✕ = BEWARE !
TP = TELEPORTER
Z = ZOOM TUBE
▲ = LIFT UP
▼ = LIFT DOWN



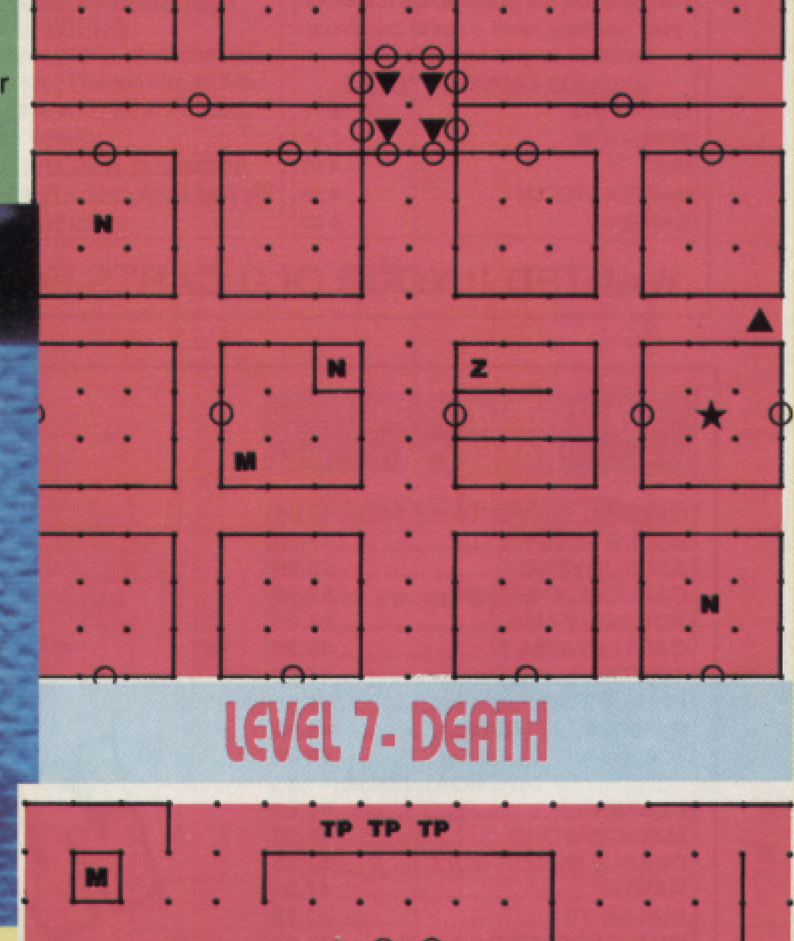
◀ LEVEL FIVE

There's not much to watch out for on this level. Just make sure you collect the sword!

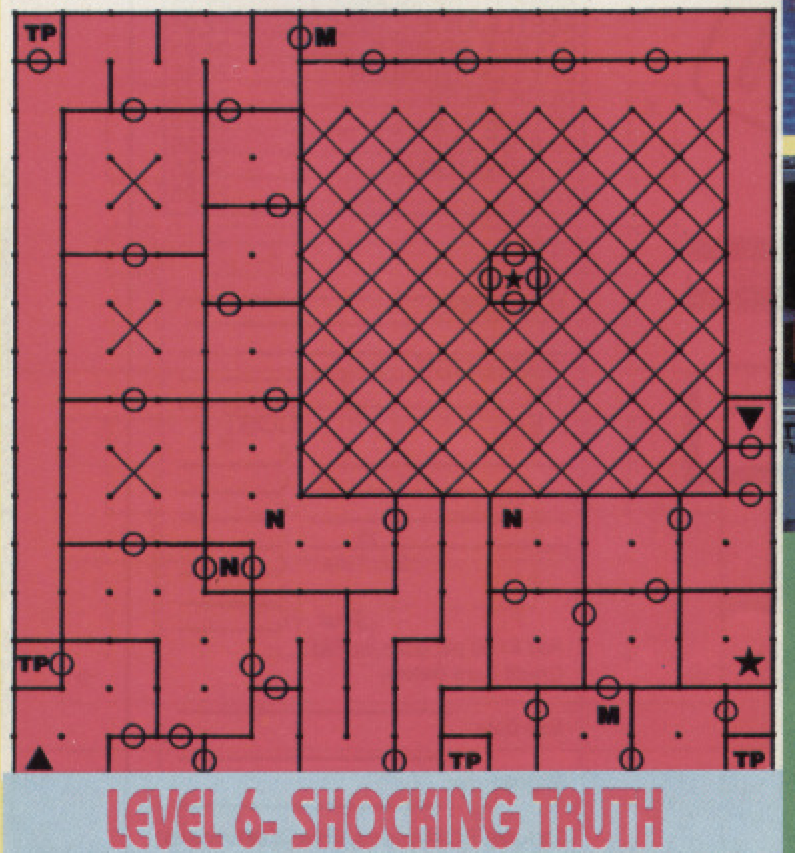


LEVEL 5- HAVEN

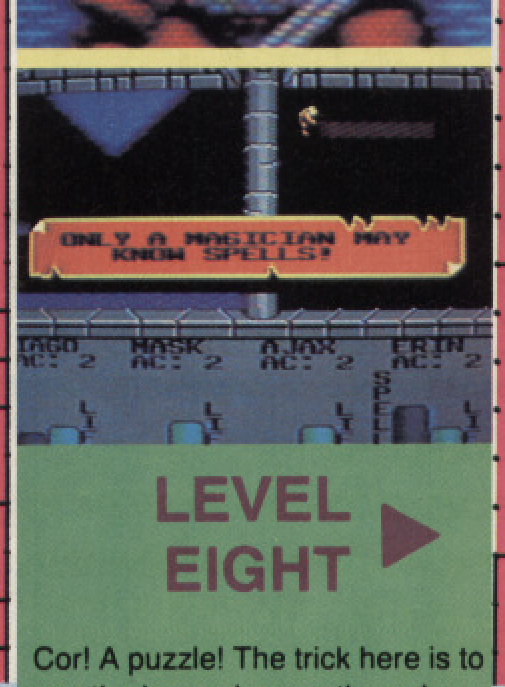


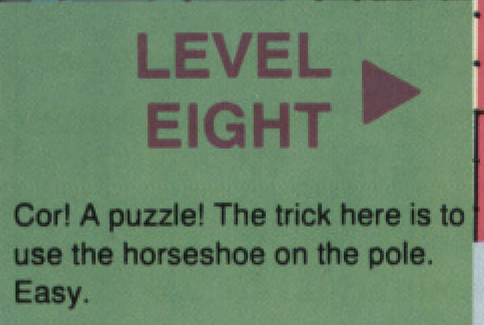


LEVEL 7- DEATH



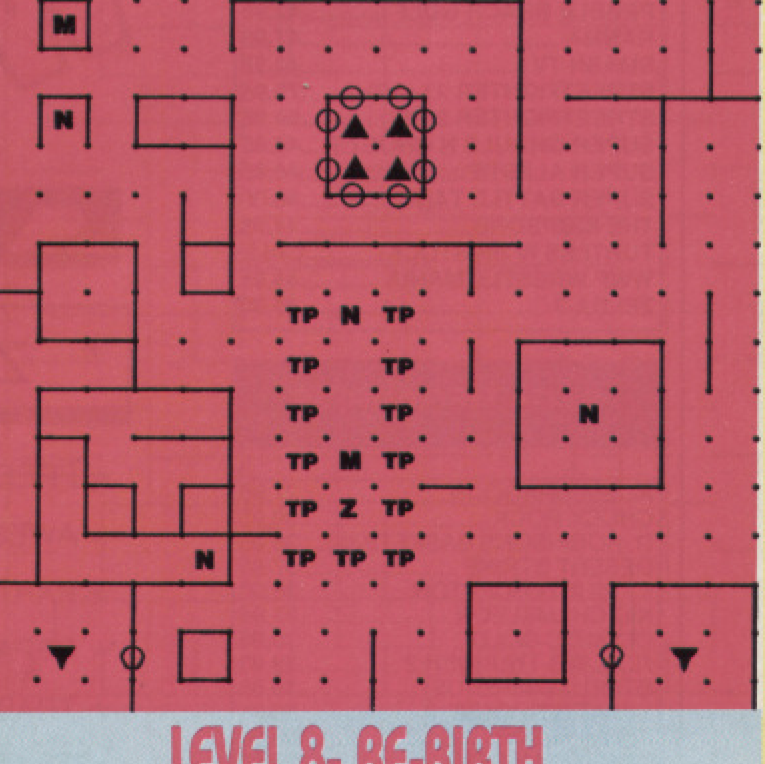
LEVEL 6- SHOCKING TRUTH





LEVEL EIGHT ▶

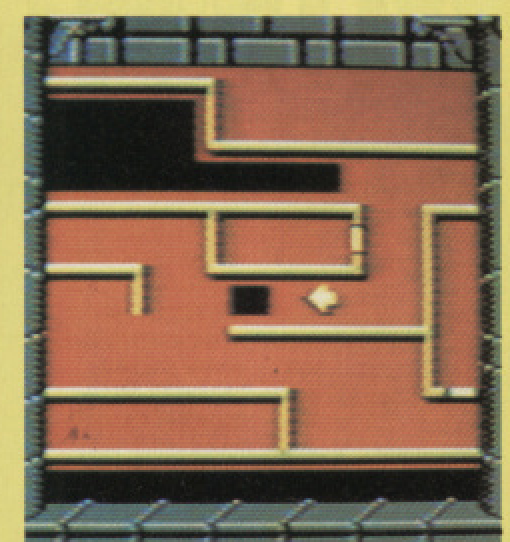
Cor! A puzzle! The trick here is to use the horseshoe on the pole. Easy.



LEVEL 8- RE-BIRTH

SWORDS and SERPENTS



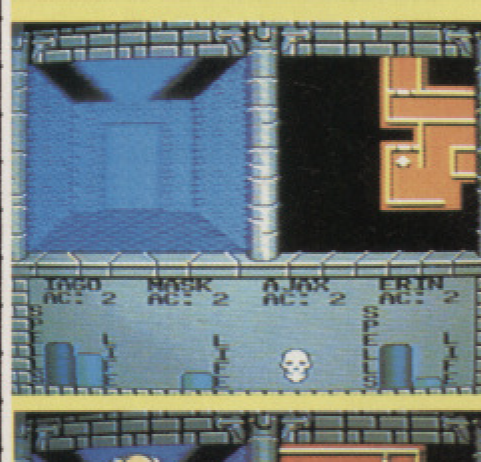


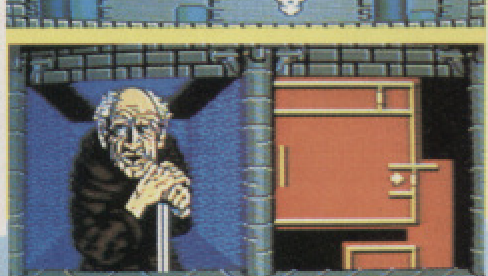


LEVEL 9- END OF THE BEGINNING

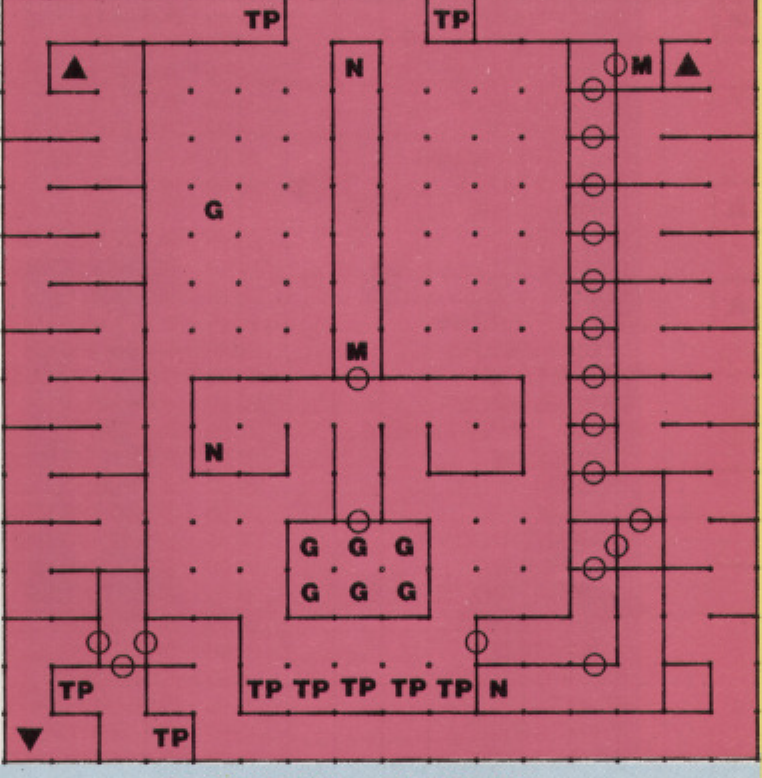
◀ LEVEL NINE

Go into Zoom Tube Six. Backwards, this takes you to level ten! Wow!





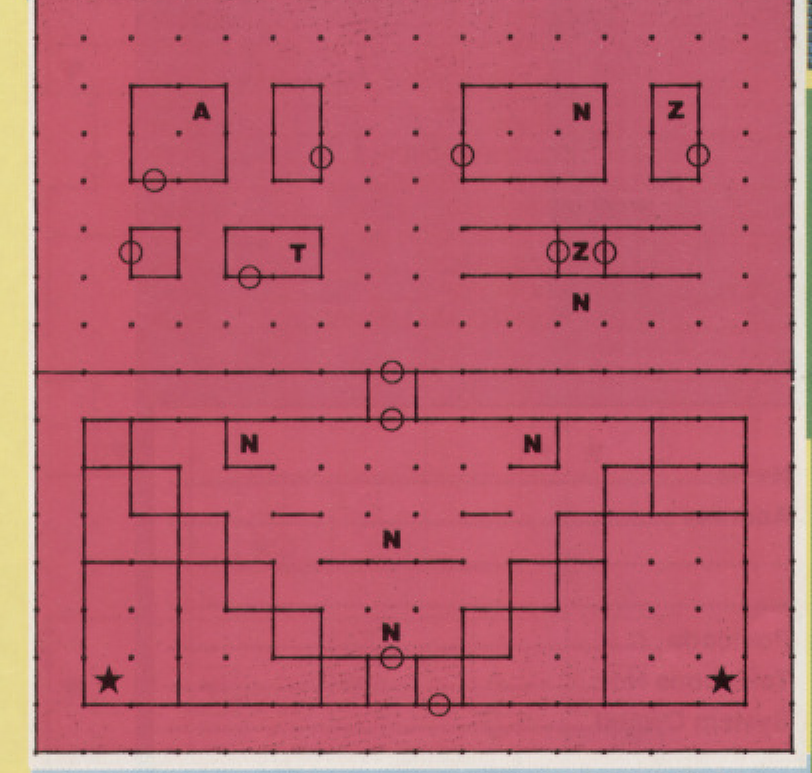
TEMPLES ARE ON THE FIRST, FIFTH, AND TENTH LEVELS!
(PRESS 'A' TO CONTINUE)



LEVEL 11- SWORD

◀ LEVEL TEN

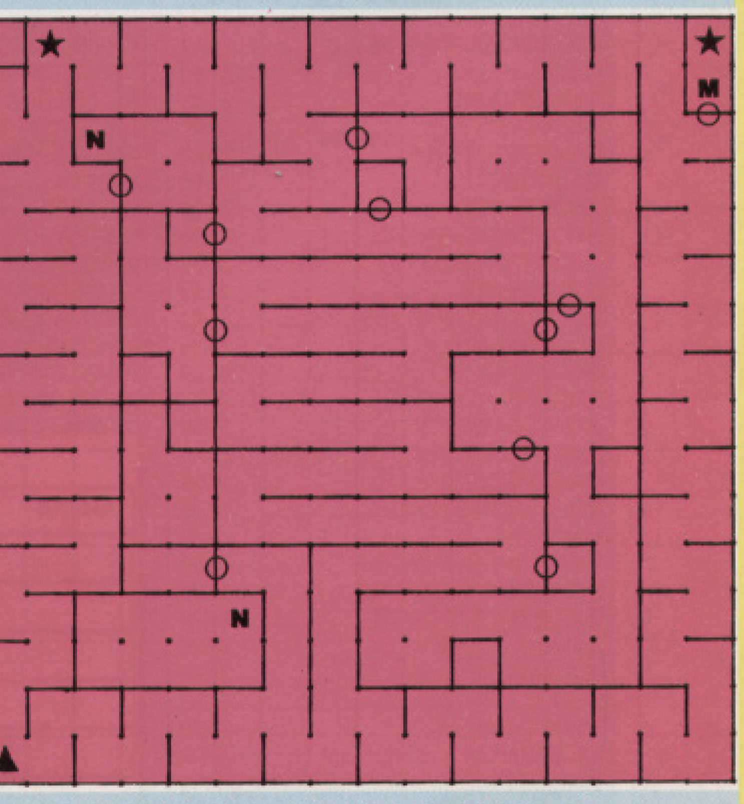
The reward for collecting all of the ruby treasure is a teleport to level fourteen! The Zoom Tube takes you back to level nine.



LEVEL 10- BEGINNING OF THE END

LEVEL TWELVE ▶

Collect the Black Crystal. However, there is no way to progress further into the dungeon. You have to go back to level eleven and find another exit!



LEVEL 12- BLACK CRYSTAL



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SWORDS and SERPENTS

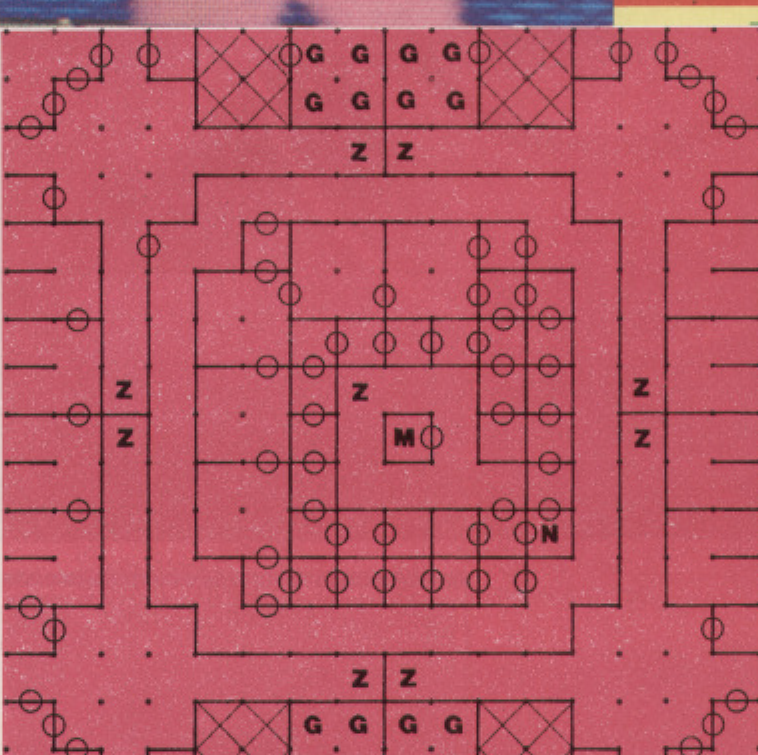


TOPPER CODES

These amazing cods enable you to get your hands on some of the most powerful characters in the whole game. This character codes can be used with any game code. As Kris Kross like say, "Check it aaarrrhhht!".

IAGO: HM9NW?
MASK: OGFYIB
AJAX: YM2FI6
ERIN: WFB3AB





LEVEL 13- SECRET LEVEL

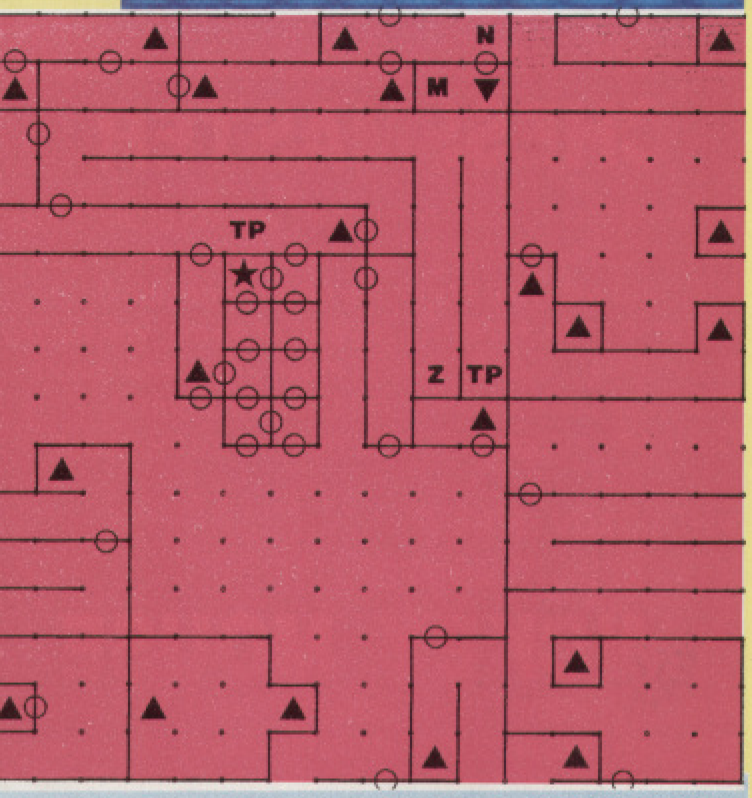
LEVEL THIRTEEN

Collect the staff on this level. The Zoom Tube takes you back to level ten!

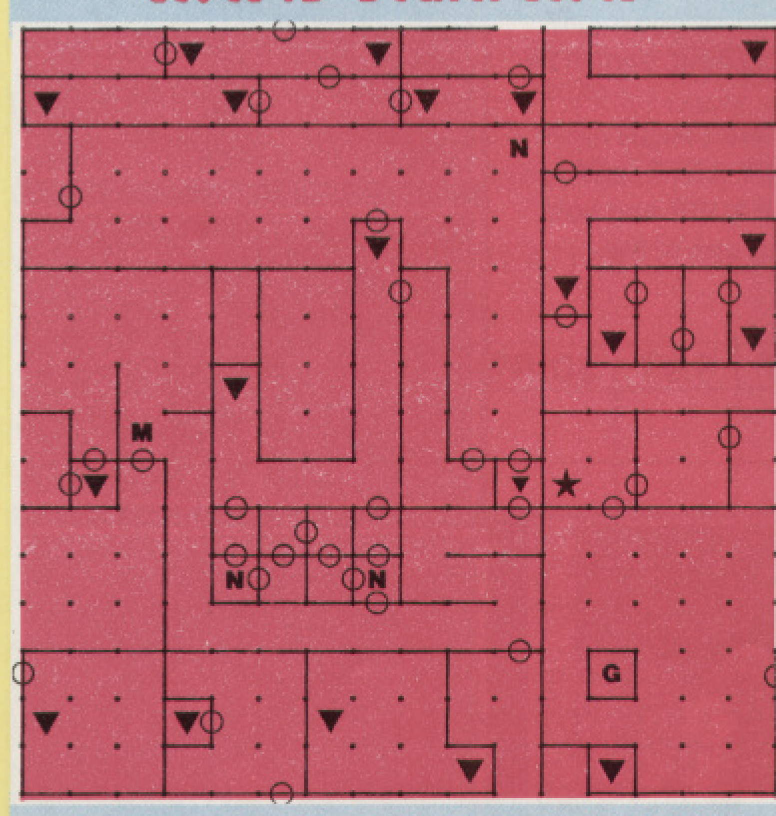


LEVEL FIFTEEN

The Zoom Tube here takes you all the way back to level ten! There is also a teleport to level thirteen!



LEVEL 15- WELCOME TO "UNDER"

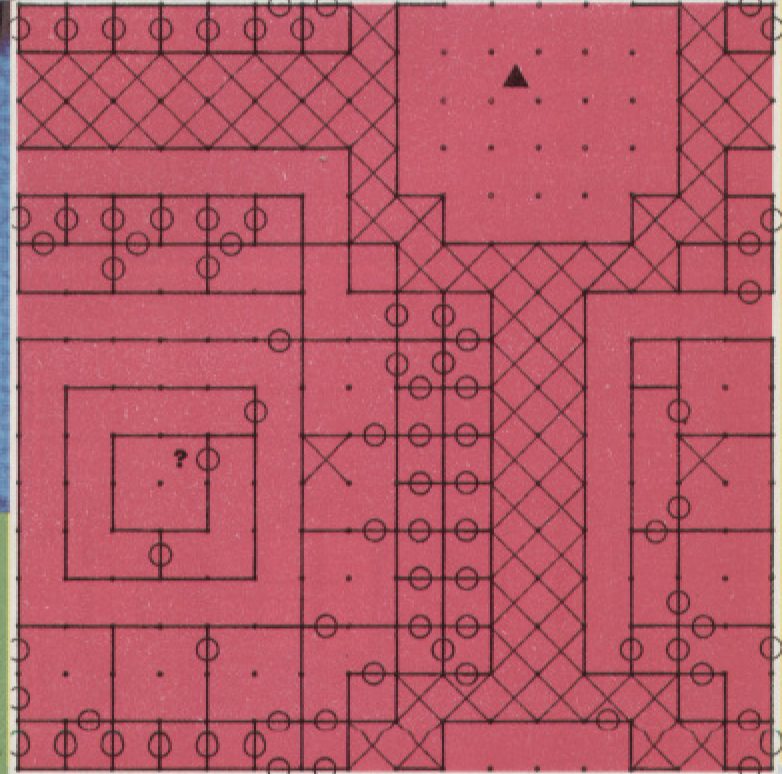


LEVEL 14- WELCOME TO "OVER"



LEVEL SIXTEEN

This is a very tricky level! Just hit the dragon with everything you've got and keep at it! Eventually you should win!



LEVEL 16- DRAGON

Here's a fine level skip option from Ben Lodge in Stowbridge. On level five, you must back up as far as you can at the start and bump into the left wall five times and then shoot the right wall five times. The right wall should now vanish. Go in and you see a pad with a key inside. Collect the key by pressing B and then turn to the left wall. This should have disappeared and if you go in you should see an exit or a flashing wall. Go into it to skip to level 71! At level 75. when you go through the exit you are sent back to level 61. Now it's your task to work your way back to level 90 and kill the Maze Master!



CHESSMASTER

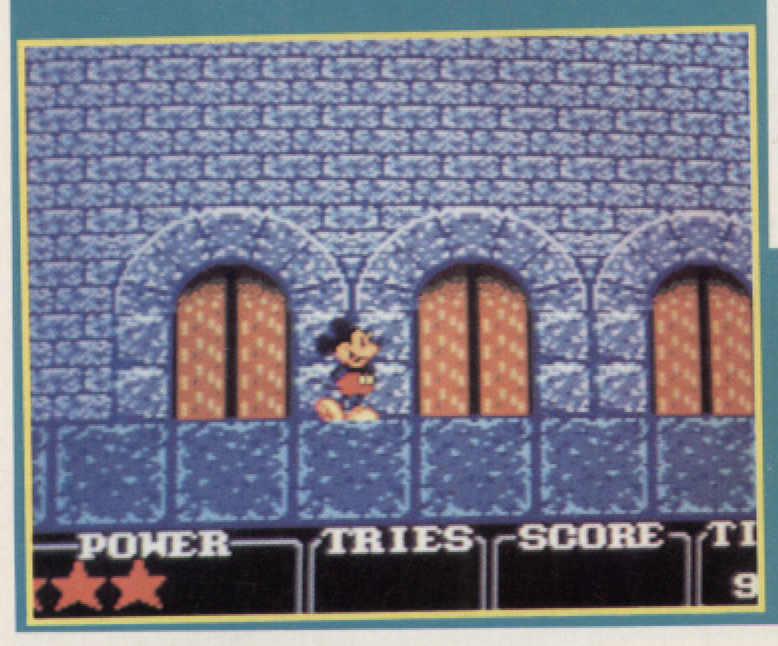
Here's a cool tip for the handheld version of this chess player's dream game! To start the game without your king, and with your first move taken, enter the following code. However, instead of a king, you have a queen (yay!), but she cannot move into check (boo!). This code comes from Stuart Longdon from Camborne in Cornwall. Well then, here's the code!

>H00010v=Nk4.F
kTkTk#t%t%=:ry72

MICKEY MOUSE

Andrew Wardman from Tockwith in North Yorkshire has seen fit to send in a fab tip for Mickey Mouse on the Game Gear. What's more, since this game is exactly the same as its Master System counterpart, the tip should work on that version too!

To get loads and loads of cans, points and extra lives, go to the library level. Go to the boss but don't get the gem before you face him. Kill the boss and you return to the doors. Repeat the process, collecting all the extra cans and lives you desire! Is that a cunning tip or what?



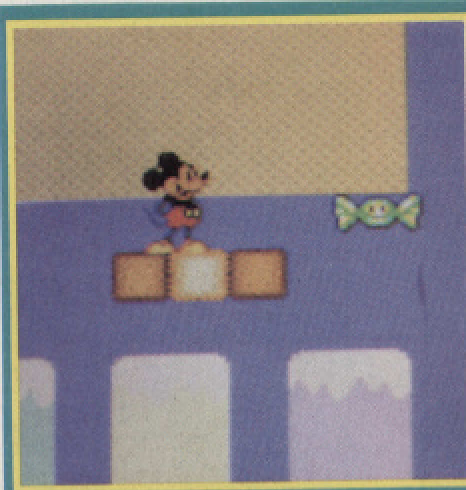
MASTER SYSTEM

THE FLINTSTONES

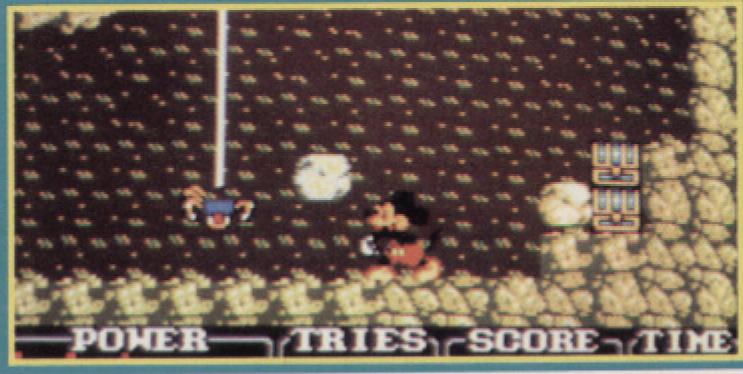
If, for some reason, you've got this game you might want to make use of this level select cheat, sent in by Paul Joyce from Whinmoor.

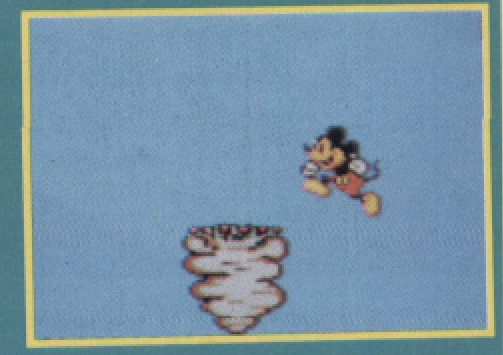
On the title screen press UP, RIGHT, RIGHT, DOWN, DOWN, DOWN, LEFT, LEFT, LEFT, LEFT. Now while playing the game press PAUSE and hold down buttons 1 and 2 while pressing one of the following:

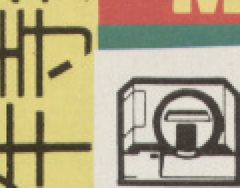
UP: Level one
RIGHT: Level two
DOWN: Level three
LEFT: Level four











SPLATTERH

Splatterhouse II? You might well ask what happened to Splatterhouse I! The fact is, it was never released on the Megadrive - only on coin-op and PC Engine. So all of you who've never seen or heard of it better listen up!

When Rick stumbled across a hockey mask the last thing he expected was demonic possession. But before you could say "horror movie rip-off", Rick was hacking his way to death central. After miscellaneous dismemberments and more slime than a school canteen, Rick managed to rid himself of the evil spirit contained in the mask.

Now the mask is calling again, and this time Rick feels he must succumb to the madness it inspires if he is to save his girlfriend Jennifer. She has been kidnapped by a demon who is holding her captive on an island. So once again it's crash-bang-wallop, and slash-chop-stab as Rick tries to make his way into the record books as the most unsuccessful pacifist since Attila the Hun.

Beginning in the cosy surroundings of a graveyard, our masked loony must break into the house, make his way to the sewer to save his beloved, and escape before the house caves in. Then the happy couple have to flee the island on a speed boat with an irate octopus in hot pursuit. Rick's mission isn't made any easier by the multitude of mutant zombies that haunt his every step, and the guardians lurking at the end of every level. Basically, it's a bloody nightmare!



STAGE FRIGHT

Rick begins his mission on the island where Jennifer is being held. There are a total of eight stages to tackle which take him into the house and out again.

STAGE I



▲ *"Are you laughing at my dungerees?!"*

There is a good deal of hellraising in the graveyard as undead types come looking for Rick's blood. There is the chance to pick up a metal bar here and get swinging. At the end of the stage Rick has to face up to a slime spewing slug.



LETHAL WEAPONS

Although Rick packs a pretty good punch and a powerful kick, he gets on even better when he's wielding a weapon. Almost anything lying around is useful in vanquishing the minions of Splatterhouse. Grab bones and metal bars to smash the undead to bits, or pick up a shotgun and shoot them from a distance. There is even the opportunity to throw severed chicken heads at the little devils! But the icing on the cake comes at the stage where Rick has to use garden shears and a chainsaw to kill off skinless mutant babies hanging from meat hooks! Wholesome stuff eh?!



▲ *What's on the end of the stick, Rick?*



▲ *Mutant chicken heads will roll!*



▲ *Rick's makes good use of his bone.*

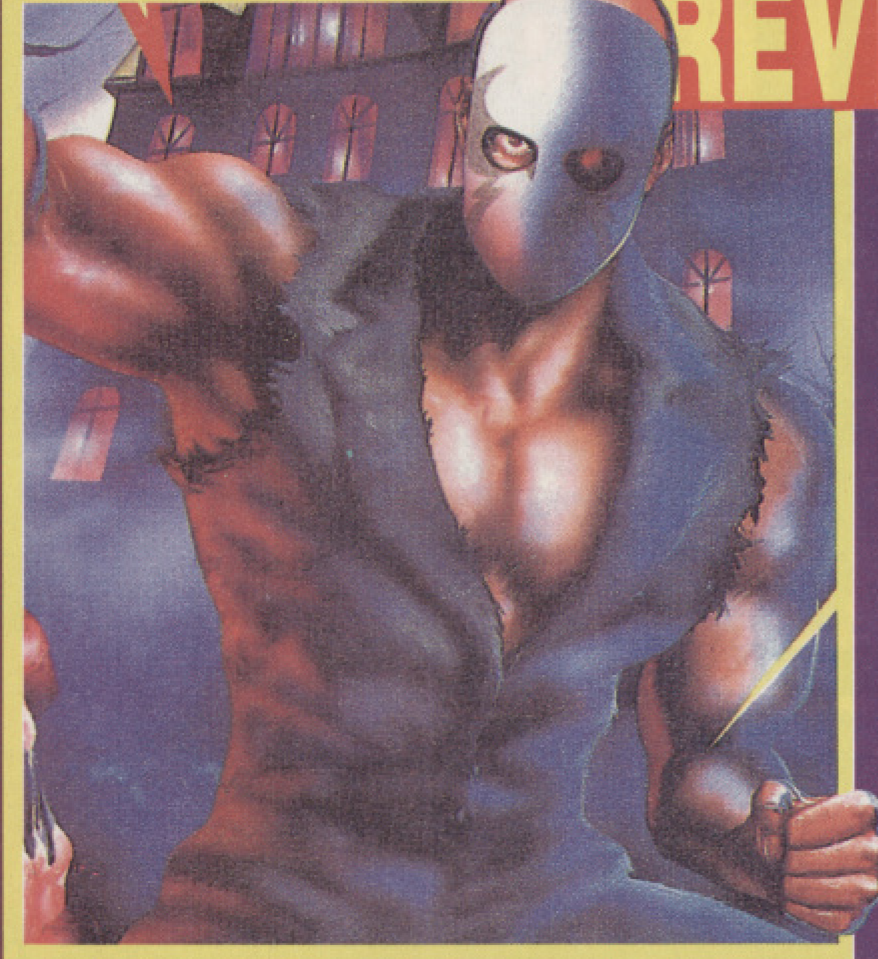
STAGE II





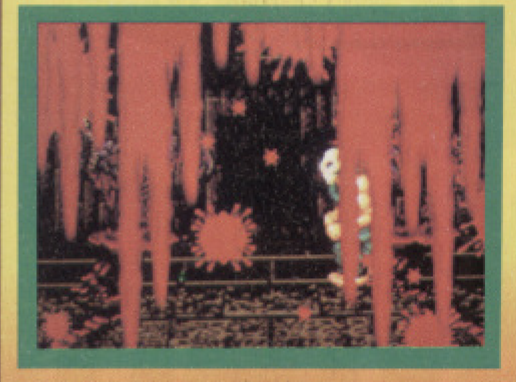
Rick finds himself on an express elevator to hell... going down! This is quite a short stage but no end of demons pounce from above. Should Rick make it to the bottom he comes face to face with one of the stage guardians. Defeat it and watch the scoundrel's eyes pop!

OUSE II



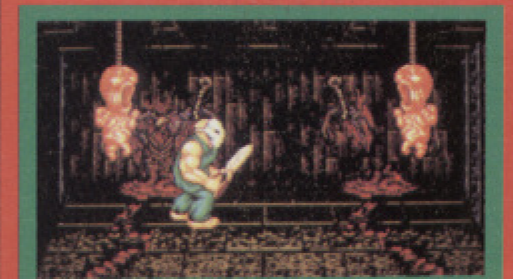


▲ A fish chats up our lovable weirdo



▲ Bloody hell, it's bloody bloody!

Look out for flying fish on this level because they tend to cause the most havoc. Should Rick fall down a hole he ends up in the sewer. Mutant chickens attack from either side down here. A severed head proves a useful weapon against these frightening wild fowl. At the end of this stage Rick tackles the mutant babies with a chainsaw.



▲ Rick tackles mutant babies and chickens







▲ Rick and a rampant chicken of doom!

A very short level in which Rick is chased by an octopus as he heads to the house. He also has to contend with various zombies keen to get their mits on him.





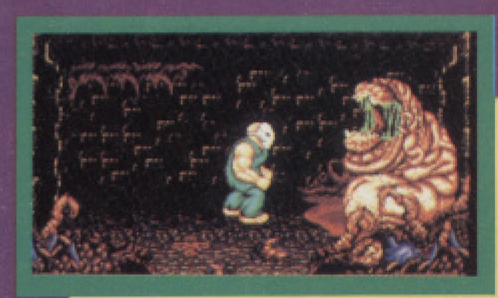
▲ Rick prepares for a grope in the library.



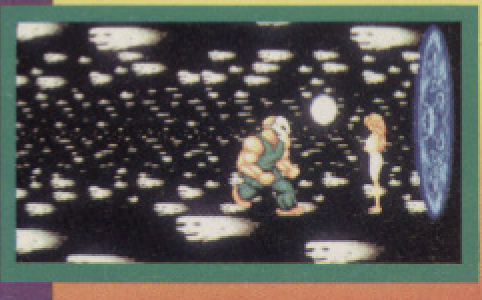
▲ See kids, chemistry can be fun!



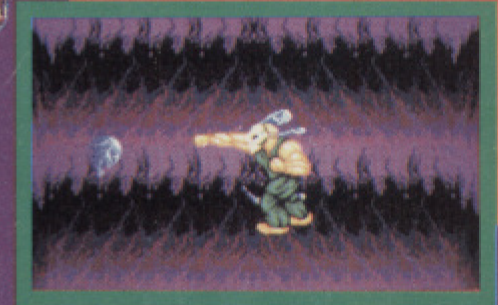
Finally Rick makes it into the house. As he makes his way through the library he has to fight off severed arms that lunge from behind shelves. Then he enters the chemistry lab where the mad scientist throws fire potions at him. Rick has the opportunity to pick some of these up himself and do the same. When he has killed the scientist, Rick moves on.



▲ Rick with his girlfriend...



▲ ...or is this his girlfriend!



COMMENT

RAD

I was a big fan of the original coin-op and after the spiffing PC Engine conversion I was hoping for something really good on the Megadrive. Sadly, I must admit to being disappointed by this. The graphics are nice and gory, but unfortunately the game is marred by unresponsive controls and slow gameplay. The collision detection also leaves something to be desired. If Splatterhouse II was much faster and much more responsive, the poor animation and similarity between the levels could have been forgotten in the veritable slap-fest of gore-type proportions. As it stands, ardent fans of the original coin-op might find this fun, but I think that most beat 'em up fans will be disappointed.

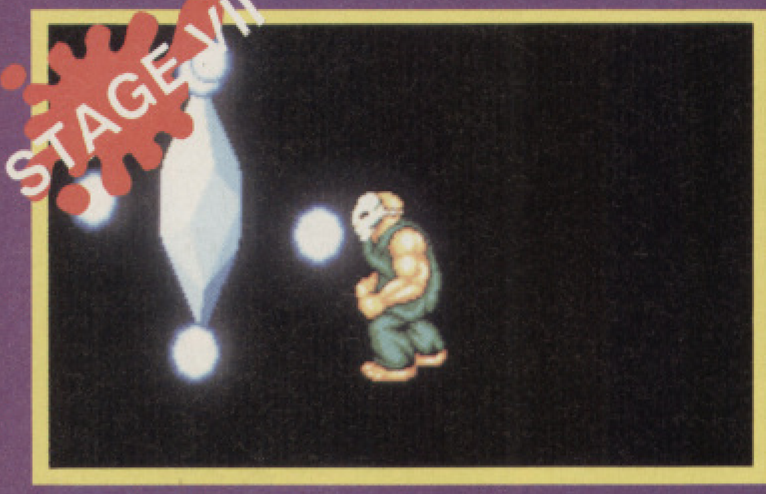






▲ *Rick ponders joining in the activities.*

At this point in the game Jennifer pops up from a hole in the ground and is quickly groped back to hell by the demons that dwell within. Rick then has to fight flying apparitions in order to progress to the next stage.



▲ *"You're a diamond you are!"*

Having defeated the nasty fellows on the last stage Rick jumps into the hole that his girlfriend was dragged back down. It is in fact a portal which leads to a gigantic crystal. Break through this, and Jennifer appears safe and sound.



▲ *The happy couple enjoy a spot of fishing.*

Although Jennifer is safely in the hands of her masked psychopathic boyfriend, the mayhem doesn't end yet. The house has started collapsing and they must escape as quickly as possible. So it's back to the elevator making sure to avoid the falling planks of wood on the way up. Then it's out of the house and into a speedboat to escape the island! And all because the lady loves... a loony!



▲ *More of the problems dungarees get you into.*

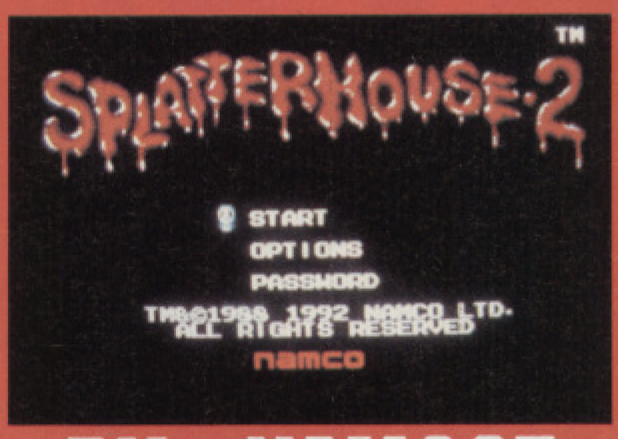


COMMENT



ROB

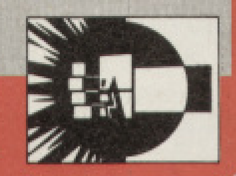
Made in much the same style as slasher movies like The Evil Dead or Friday The 13th, Splatterhouse II boasts gory graphics, as the screen shots clearly show. But while the graphics are impressive, what the pictures can't convey is the standard of animation and playability in this game. Unfortunately it's very poor. Rick walks like he's wearing a pair of roller skates, and when he jumps it looks like he's being kicked up the rear by the invisible man! The joypad response is also naff, and it left me feeling I was never really in control of the game. Another criticism I'd throw at this is that although it's challenging, it's also frustrating. Don't get me wrong, I'm all for a game that's tough, but in the case of Splatterhouse II the difficulty is all down to stupid programming. It ruins the flow of the game and leaves you with the desire to splatter your Megadrive! What had potential as a highly amusing slice 'em up is in fact a very disappointing game with little but great graphics in its favour.



BY: NAMCOT
PRICE: £44.99
RELEASE DATE: AUGUST
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: POOR







PRESENTATION 87%
Atmospheric title screens introduce the eerie story. A handy password system is also included.

GRAPHICS 80%
Very impressive artwork, with some really gruesome effects. The putrid colours suit the mood perfectly, the animation is awful.

SOUND 88%
The Gothic strains of the music fit in well with the visual action. Some queasy sound effects too.

PLAYABILITY 74%
The control response is very slow, leaving you feeling pretty helpless in a tight spot (of which there are a lot).

LASTABILITY 67%
The slow response and gameplay flaws make this difficult to complete, but you get frustrated rather than feel the urge to keep at it.

OVERALL 73%
Behind the great graphics is a flawed and rather frustrating beat 'em up. With better playtesting this could have been a classic...



FERRARI GRAND PRIX CHALLENGE

Most of us are happy with a four door jalopy and follow the highway code, but there are a select band of madmen who enjoy getting behind the wheel of a Formula 1 racing machine and suffering very uncomfortable G-forces at dangerously high speeds.

Ferrari Grand Prix Challenge cuts out the cheek-wobbling danger but brings everything else you would expect from the Grand Prix season. As well as the standard sixteen circuits there are four fictional ones designed to help develop racing skills and experience. Competition is furious so taking advantage of the construction option is vital for success. There is the chance to change tyres, suspension, wings, brakes, engine and transmission. Players face a total of 16 opponents eager to make sure you're the last to see the checkered flag.

To drive Murray Walker to bursting point there is an option allowing racers to challenge a rival or go head-to-head with a friend. But before rookies become a serious threat on the track, they've got to get to grips with their car, and the 16 gruelling circuits spanning the globe. But most of all, they've got to get used to other racers whose idea of Sunday driving is warped to say the least!

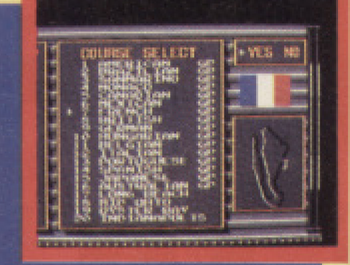
SPANNER ALERT!

Okay, so you might not know the first thing about constructing a Formula One racing car but don't worry because things are made very simple. At the top left of the screen are car stats which change as you move the selection arrow. The amount of speed, grip and durability changes depending on the component that you choose. It is best to start with automatic transmission until the car's handling becomes familiar, but switching to manual gear control provides extra speed. Only by trying different controls will budding mechanics figure out what is best for them, and in the words of Graham Taylor, "You've got to experiment haven't you?"



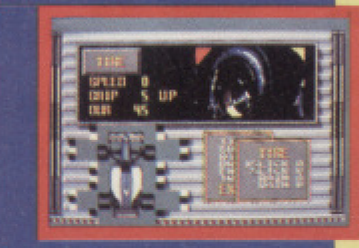
PIT-IFUL

On the screen there is a damage indicator. When part of the car goes for a burton, the damage indicator starts flashing. This doesn't mean you have to stop, but if the car isn't in optimum condition, performance is bound to suffer. Sensible fellows make straight for the pits to change the offending article, but make haste, because hanging around there too long could cost you the race.



▲ Choose your Grand Prix circuit!

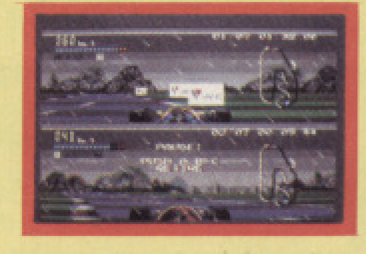




▲ Pick rank, and customize your car!

WEATHERING THE CHANGES

In the Grand Prix championship there is nothing anyone can do about the weather conditions. But in the time trial and practice modes a player has strange spiritual abilities which give him the opportunity to experiment with the weather. This in turn affects the road conditions and temperature. Driving in all weather conditions is the best preparation for the unpredictability of the Grand Prix.





▲ Sunday driving on an English summer day.

COMMENT



ROB

This title follows hot on the heels of Super Monaco GP II and comparisons are inevitable. The pre-game options are great, but unfortunately once you're into the race itself it quickly becomes clear that that's the only thing this has got going for it. It's a very dull game and the playability is very poor. The graphics are boring and do nothing to invoke a feeling of speed or excitement. The control method is also pretty tedious and once you've got the hang of changing down a few gears before the bends, the whole process gets a bit routine. In the end I wasn't too interested in completing the 16 courses, let alone the four bonus tracks. Only in the head-to-head two-player mode does this game succeed in providing any amusement at all - and even that's not a heap of fun. If you're thinking of taking to the circuit, Super Monaco GP II is miles and miles better in the graphics, sound and playability departments.



RAND
ENGE



▲ *A line up of eight interesting mutants.*

CHARACTER REFERENCE

Rather than race anonymous nobodies, all opponents have established themselves in some way. Each of them possesses certain strengths that are worth remembering when you come bumper to bumper with them. A White is considered the best driver on the circuit, but look out for guys like S Hendro who are difficult to get past, or J Nolen who is especially adept in bad weather conditions. Each racer is also a member of a team. The teams fall into four ranks. The cars in rank D are the easiest to drive and those in rank A are the hardest, but rank A cars yield a much faster race for experienced drivers.

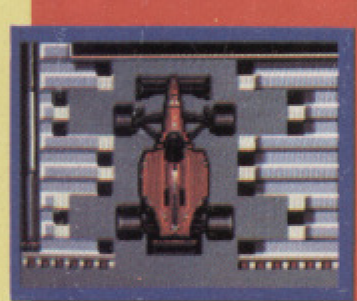


▲ *This gal has no relevance to the game whatsoever.*





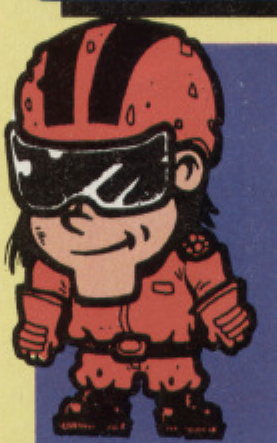
▲ *Chase the racing cars ahead!*





▲ *Good qualifying times make all the difference.*

COMMENT

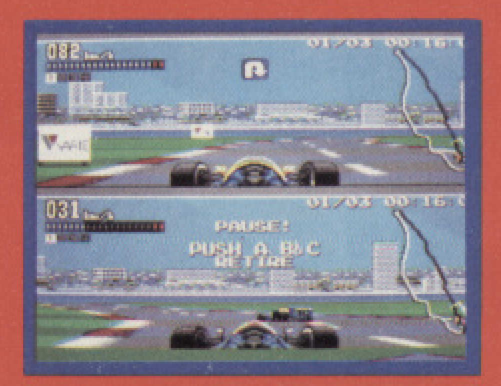


RAD

To say Ferrari Grand Prix Challenge is a travesty of programming would be to tell the truth in no uncertain terms. Ferrari GP obviously attempts to mimic the recent spate of super-detailed racing sims, such as Exhaust Heat on the SNES and Ayrton Senna's Super Monaco GP II by including a host of car design options and a load of tracks to race on. However, there are three things wrong with Ferrari GP Challenge - graphics, sound and gameplay. There's hardly any background to speak of and the other cars are incredibly badly drawn. The 3D update is jerky and completely unrealistic and the still screens between races are dull. The sonics follow this trend of horror, with a terrible droning engine noise and hardly anything else to keep your ear drums occupied. But worst of all is the gameplay. The car slides all over the road in a style more befitting a hovercraft than a high-performance car, stopping dead whenever it comes into contact with an object instead of just losing speed or even flipping right over. The challenge level is low because the opponents are complete baboons, and the final straw is that all the construction options have little or no effect on the car's performance bar the gearbox. If you're after racing thrills, make sure you avoid this at all costs.

DOUBLE TROUBLE

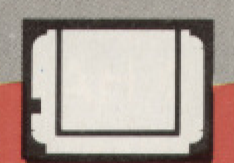
Should you get fed up with the regular style of racing, there is a split-screen two-player option which gives a player the opportunity to race a computer competitor or a friend. Racing simultaneously in this fashion means that the opposing drivers on the GP circuit can be sized up individually. It also means a lot of fun thrashing your mates, or being thrashed by them!





BY: FLYING EDGE
PRICE: £39.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: SAD

1-2 PLAYERS





PRESENTATION 90%
Tons of options including a save position system for the GP, two-player mode, car customisation and lots, lots more!

GRAPHICS 44%
Uninspiring in-game graphics which do nothing to evoke the furious pace of Formula One racing. The 3D update is very jerky.

SOUND 42%
Weedy tunes and sound effects. When the car crashes it sounds like someone sneezing!

PLAYABILITY 49%
Steering is unrealistic, leaving you feeling you're not in complete control. Much of the gameplay becomes routine after a while.

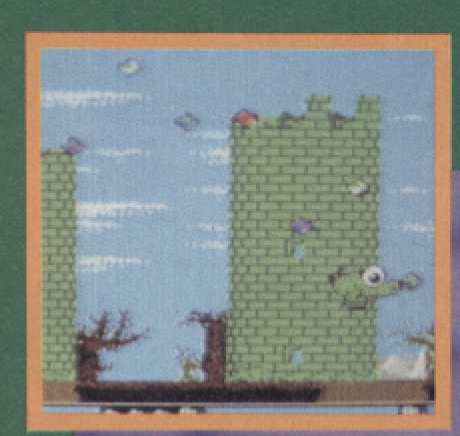
LASTABILITY 33%
The 20 circuits and two-player option should keep you going for a while - if you're prepared to put up with the gameplay.

OVERALL 45%
An excellently presented game with some good ideas ruined by poor in-game graphics, lack of gameplay realism and naff playability.

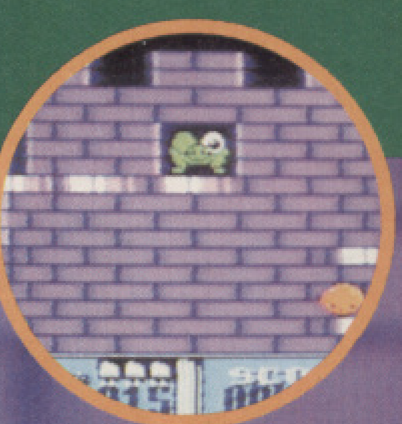
CASTEL

Many of the creatures on this world have strange desires - practical jokes played upon them by Mother Nature if you will. For instance, lemmings throw themselves off cliffs, elephants walk five thousand miles to a specific spot before dying, dogs aren't happy unless they're sniffing each others' bottoms and frogs like to climb towers in the middle of the sea! Yes, whilst frogs have a reputation as fun-loving pond-dwelling amphibians, they actually spend their lives compelled by their genetic coding to climb to the tops of ruined lighthouses and the like, avoiding the evil creatures that dwell within.

Castelian is the story of one such frog, named Binky. In order to fulfill his life and die happy, Binky must make it to the top of eight towers via a derelict outer staircase. Unfortunately many of the stairs have crumbled away, making the use of lifts and tunnels through the buildings essential for success. As Binky climbs, the view of the tower rotates, keeping him in sight at all times, and handily allowing him to see the way ahead too! Binky must reach the top of each tower before his biological clock runs out and he loses one of his three lives.



▲ Completing a level leads to this bonus screen.



▲ Lordy me, it's a winking frog.



▲ More bonus screen hilarity for our froggy chum.

A GOOD HARD FROG

Binky may have a bit of a soft name, but he is surprisingly hard. When hit by enemies, instead of dying or receiving hideous injuries, Binky merely drops a level or two down. Sadly, if there are no steps below our froggy chum, the fall could last until he lands on a lower platform, or until he hits the water and drowns. Funnily enough for an amphibian, the only thing other than running out of time which kills Binky is contact with water!

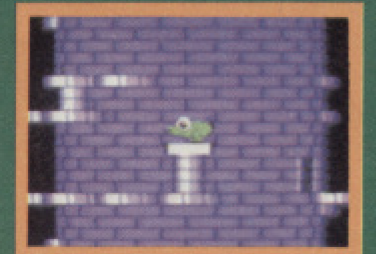


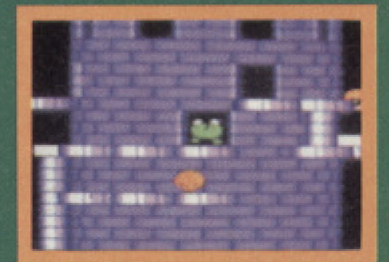
COMMENT



JULIAN

I didn't find this quite as irritating as Radion did, mainly because I've played this game several times before and know the screen layouts and danger situations. But what he says is true - there are some annoying flaws which if removed could have made a good game into a great one. Collision detection is poor, the controls are sluggish and some of the baddies aren't situated as well as they were in the original versions, which means that you're often guaranteed certain death unless you know exactly what's coming up. Without these niggles this would have been an outstanding, utterly addictive puzzle game, just like the original version. As it is, though, it's an enjoyable, challenging, but flawed game which some might find too frustrating to be worth persevering with. Give it a go before you buy.





▲ Using lifts is an essential part of frog behaviour.

CLIMB-Y FISHER

Negotiating the sheer faces of each tower is trickier than you might think. There are many gaps in the stairways which can only be crossed in one of three ways. Firstly, small gaps of one step are easily jumped using your froggy hopping abilities. Sometimes there is a lift block which raises you to stairs way above your head, although you must beware of flying enemies when using these. Lastly, there are tunnels. These cut through from one part of the building to another. However, you don't know where they lead to until you go through. It may be an essential doorway which aids your quest for the summit or circumvents some particularly nasty nasties, or it could be a trap leading to nought but a long plummet to the sea.

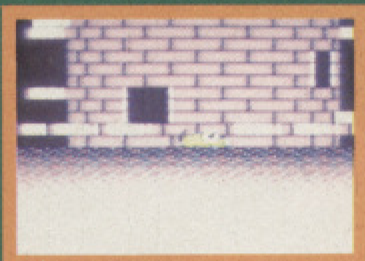
GRABBING YOUR JEWELS

Although Binky's quest may seem completely pointless, it is not without reward. Every time the lad completes a tower, he is warped to a bonus level. Here, he leaps, gambols and frolics as only a frog can, avoiding the occasional enemy, leaping the many pits and collecting the myriad floating jewels. Every jewel boosts Binky's score, which puts him on the road for an extra life when enough points have been scored. If Binky makes it to the end of these bonus levels he is awarded a time bonus, depending on how long the bonus level took to complete. However, this extra time is only added to your first attempt, so once you lose a life it's back to the old limit. Doh!



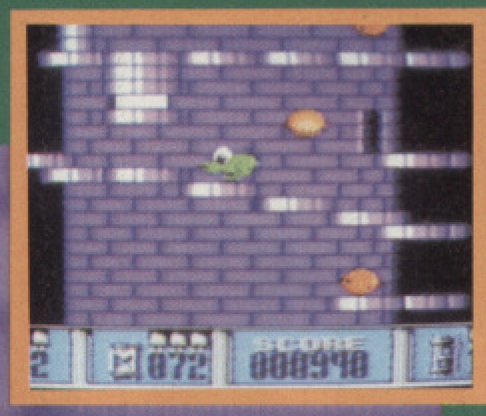
▲ Stair-type excitement awaits.

IAN

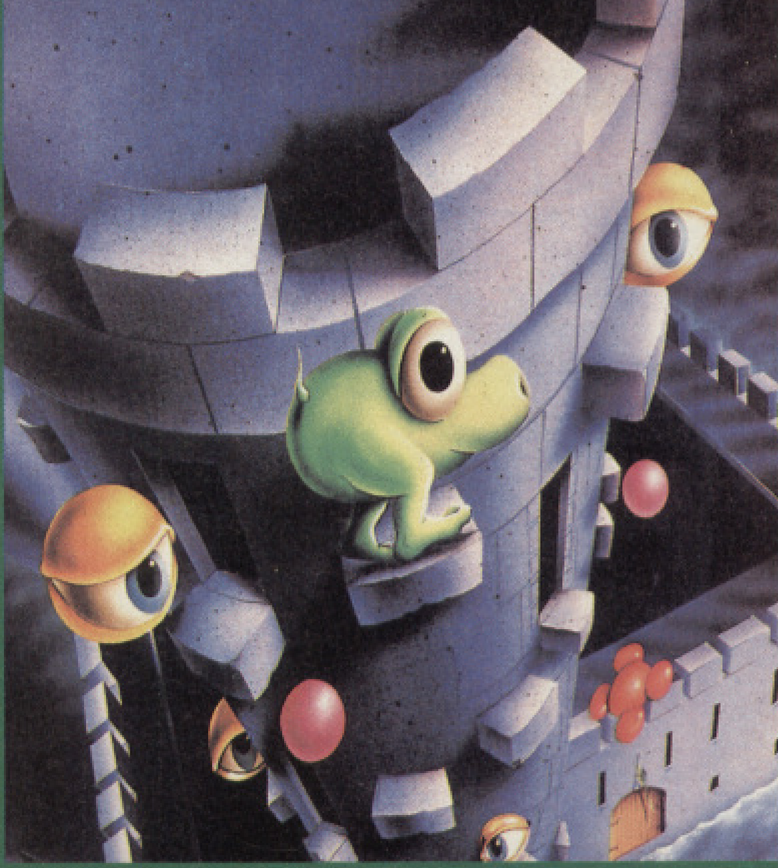


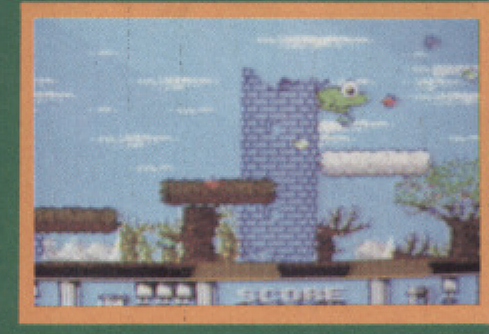


▲ *Don't fall off the bottom of the tower.*



▲ *Mind the oranges Marlon!*





▲ *It's that bonus screen again!*



▲ *An invincible star chases Binky.*

SHOOTING YOUR LOAD

Binky isn't utterly defenceless. It's a little known facts that, whilst standing still, frogs are able to shoot small balls of slime from their feet. Binky can do this by pressing the jump button whilst stationary. Some enemies are stunned by this action, others are destroyed (some of these reincarnate themselves on the next highest platform) and others are unaffected. It's important to learn what effect your attacks have on each meanie, or you could meet a sticky end.

COMMENT



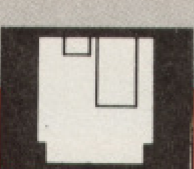
RAD

Castelian has been out for years on computer formats under the name of Nebulus, and as it was so popular I was really looking forward to a super-smooth console conversion. Unfortunately, whilst Castelian isn't a real dog, it doesn't live up to expectations. The real problems lie, as always, in irritating gameplay flaws. The old dodgy collision detection rears it's ugly head again, and in a game where one hit can mean the difference between success and failure it's really inexcusable. Castelian also moves a bit slower than it should and it's hardly what you could call ultra-responsive. The main downer, however, is the presence of unavoidable death syndrome. This places you in positions from where there is no escape. This wouldn't be so bad if it just drained an energy bar, but being constantly prevented from reaching the top of a climb because of one invincible enemy who always gets in your way is so-o-o frustrating. Also, having to repeat the early levels every time you run out of credits is a proper pain, surely it couldn't have been too difficult to put in some sort of password system? If you're on the lookout for a new puzzle game with a bit more emphasis in arcade skills than most Castelian might be your game, but try it out before parting with any cash.



BY: SALES CURVE
PRICE: £35.99
RELEASE DATE: AUGUST
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 2
SKILL LEVELS: 2
RESPONSIVENESS: SLOW







PRESENTATION 70%
There's options! There's a title screen! There's nothing else to speak of!

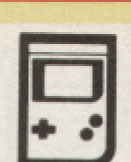
GRAPHICS 72%
Main sprite is ok, the backdrops are a bit samey but otherwise fine. The tower rotation is impressive, but the other sprites are crap.

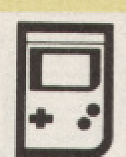
SOUND 73%
Choice of fairly good tune or sad effects to accompany your travels.

PLAYABILITY 75%
An intriguing game style which is highly enjoyable, but features some frustrating flaws too.

LASTABILITY 62%
Eight towers aren't going to last forever, and there won't be much to draw you back once it's been completed.

OVERALL 73%
Another sorry tale of wasted potential. Not bad, but could have been polished up into something really special.





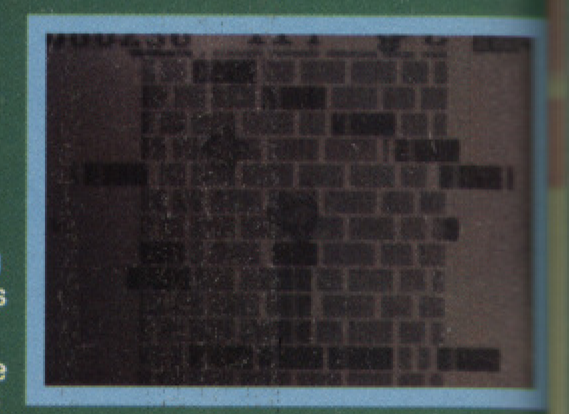
Frogs have a reputation as carefree young things hopping about from one lily pad to another, the most strenuous event in their lives being the odd jaunt across the road. Sadly, the halcyon days of Frogger are gone, and todays frog needs to move with the times. In keeping with the technological age, lily pads have been replaced by high-rise multi-storey pads made out of concrete and placed, not in a local pond for children from a nearby primary school to tend, but in the middle of the ocean.

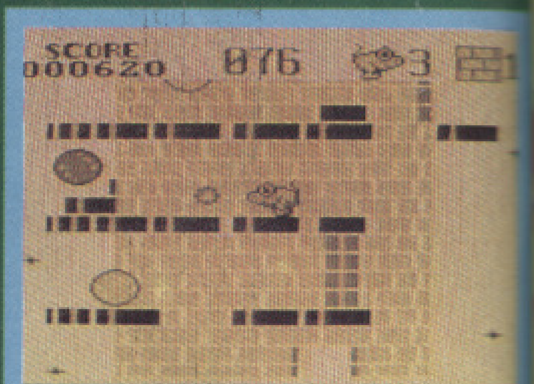
As one of todays get-ahead amphibians, it is your job to hop to the top of each of eight major pads to prove your worth to the webbed-foot community. The target towers in this mission however are harder to climb than most. For starters, they're all infested with evil frog-hating beasts, and the platform and staircase arrangements which usually make things easy have been all but destroyed.

Still it takes more than this to put off our brave green hero in this platform-cum-puzzle game from the Sales Curve. Use your leaping and platforming abilities as well as your brain to work out the best route to the top of each building before the timer runs out..

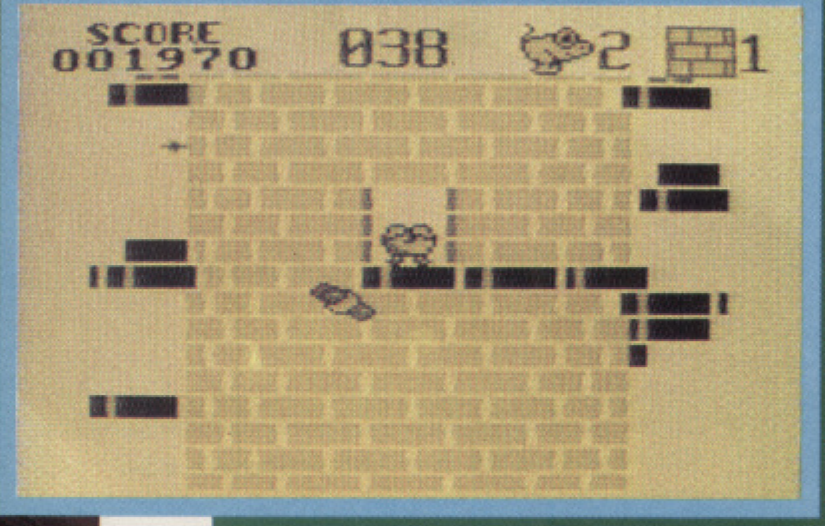


Climbing each tower is more than a matter of hopping up some stairs or taking an elevator. Although there is a spiral stairway leading up to the top, a number of sections are missing from it. Your frog traverses these in a number of different ways. Small gaps are jumped with the aid of your inherent leaping abilities. Lift blocks are used to transport froggy to a higher level, although their range is usually pretty limited. Finally, there are tunnels, which allow the green wonder to walk through to the building and exit at some other point. Sadly, you never know where you're going to come out until you try the door, so you may skip a large gap or troublesome group of enemies, or you might come out into empty nothingness, plummet a long way in to the water and die.





CASTEL

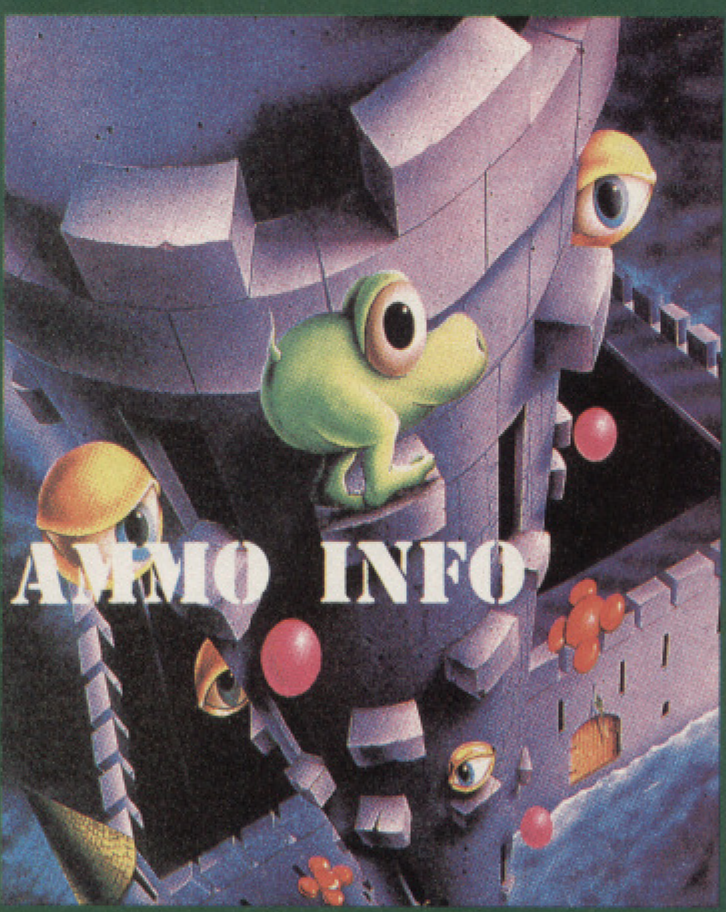


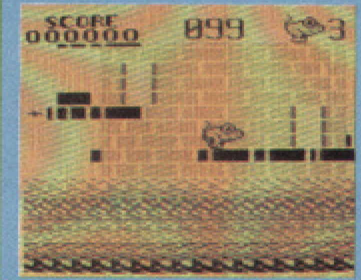
COMMENT

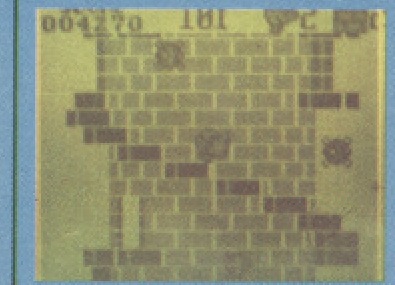


JULIAN

I must confess to being disappointed with this. The sluggish nature of Pogo the frog results in progress being made incredibly frustrating. In some cases you practically need to be a clairvoyant to avoid the baddies, because Pogo doesn't move fast enough to get out of their way! Consequently the emphasis is remembering where everything appears and learning the steps to avoid it, rather than using your skill and reflexes to dodge hazards. Once again, with a little more playtesting this could have been a perfect Gameboy title. As it stands its a fun, but very frustrating platform game which some people may find just too annoying to be worth bothering with.



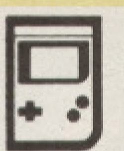


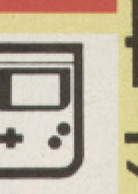


▲ *Pogo takes a stairway to heaven.*

DANGER FROG

The world of today's amphibian is fraught with violence. Luckily, the frog under your command has learnt to handle himself when things turn rough, so it isn't all that bad. The enemies in Castelian can't kill you directly, all they can do is cause you to drop a level or two down the tower if they come into contact with you. Although repeating parts of levels drains your timer, as long as you keep collisions down it's nothing too horrendous. That is, unless you are dropped into the water, which contrary to popular amphibian belief, kills you. Your frog can defend himself against certain enemies however, using his ball-projecting skills. When stationary, a single press of the jump button shoots forth a white gobbet which is capable of destroying stunning or doing nothing at all to his opponents depending on their strength.





INBETWEEN DAYS

In between towers your green skinned pal is warped to a bonus level. This is played across a load of platforms, with pits awaiting underneath. Scattered around this landscape are any number of fabby points-bestowing jewels. Collect these to make your frog a happy frog, and cement his pleasure by reaching the end of the bonus level intact. Do this, and any time remaining on your clock is carried over to your game timer for the next round, allowing him to take a more scenic route to the top during his next life only.





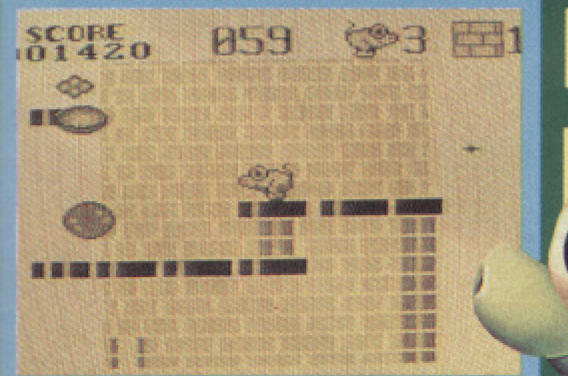
▲ *Enter a special stage and collect loads...*

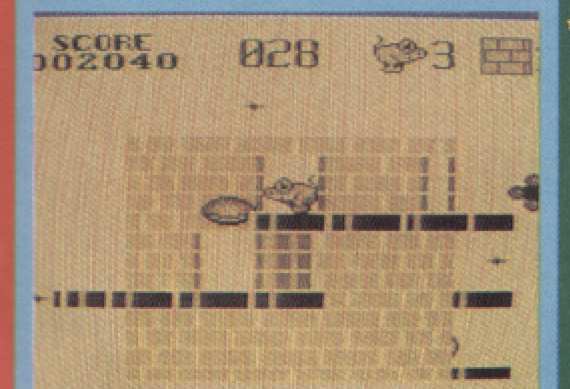


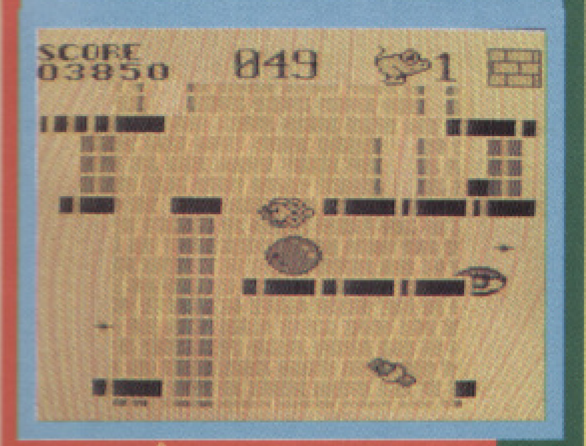
▲ *... and loads...*



▲ *... of bonus points!*





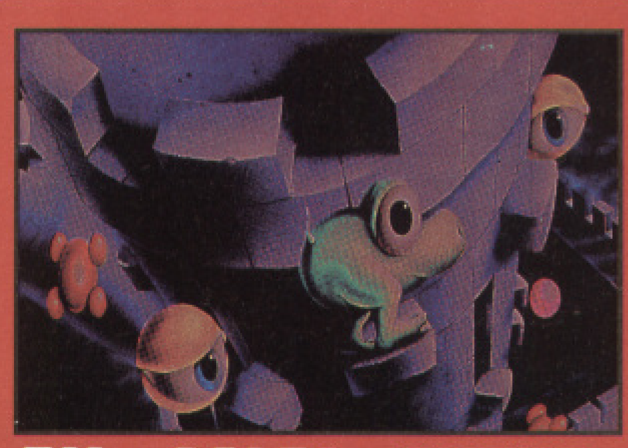


COMMENT



RAD

Castelian is one of those games which should make a perfect Gameboy title. It s simple, fuss-free gameplay is ideal for gamers on the move. Unfortunately, Castelian is prevented from reaching its true potential as a Gameboy classic by all the same flaws as the NES version also reviewed this issue. Although the graphics and sound are satisfactory and the design of the game is fab, there just hasn't been enough playtesting. The collision detection is more accurate than the NES title, and the game moves much faster too, but the unavoidable death problem is twice as bad. At any time, a super-fast enemy might appear and head towards you at such a speed you can't even turn around to run for safety before being hit. Needless to say, this tends to put frustration levels through the roof. Also, your frog seems to have some sort of nervous or muscular disorder, as he often takes it upon himself to jump for no reason at all. Perhaps this would be bearable if it didn't mean him leaping lemming-like into the water half the time. The old problem with having to re-play early levels is here too, where is that password setup? Castelian isn't a bad game, it just could have been so much better. To coin a phrase, try before you buy.

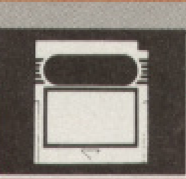


BY: SALES CURVE

PRICE: £19.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: HARD
LIVES: 3
CONTINUES: 2
SKILL LEVELS: 2
RESPONSIVENESS: OKAY







PRESENTATION 68%

Some options, but very little else.

GRAPHICS 72%

Decent enough sprites and backdrops. The tower rotation is highly impressive.

SOUND 71%

Tune or effects, the choice is yours (although the effects aren't very good).

PLAYABILITY 70%

Quite a laugh to play for short periods of time, but it's loaded with niggly frustrations.

LASTABILITY 62%

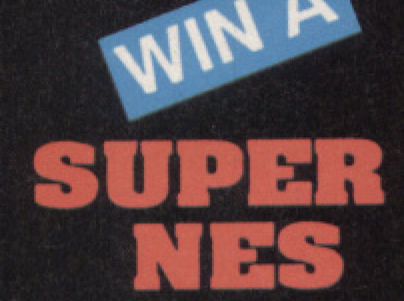
It might take a while to complete, but once it's finished it won't have you returning.

OVERALL 70%

A reasonable puzzle/platform hybrid which would have benefited from

HOTLINES

WIN A SUPER NES



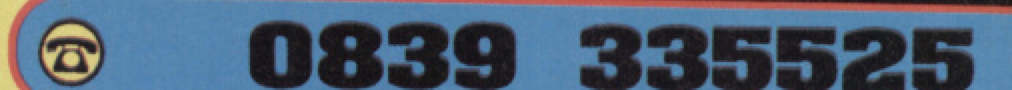


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0839 335527

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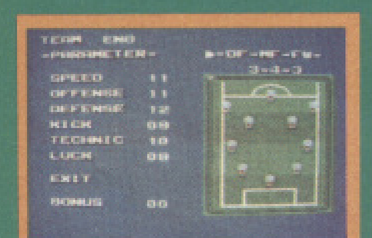
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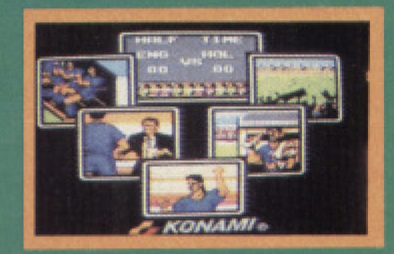
HYPER SOCCER

Picture if you will, a pig farming genius from the 19th Century. While his contemporaries were happy to eat bacon for breakfast and roast pork for supper, this chap dreamed of creating something magical from a pig's bladder. And then one day it hit him - "I know, I'll cut the bladder into strips, stitch it together, and inflate it!" Fellow pig farmers were not impressed, and complained that the roundness of the object meant it kept rolling off the frying pan. Quite understandably, the concept of football took some getting used to.

Back in the here and now, Konami bring Hyper Soccer to the NES, and there isn't a pig's bladder in sight. Instead, there are 24 teams representing as many nations, each with their own strengths and weaknesses. Players can slide tackle, attempt diving headers, and even try for an overhead kick. When such skills have been acquired, a player can try his luck in the tournament.

Should this fail to provide enough tension, there is always the penalty kick competition to test nerve as well as skill. On top of that, the two-player option opens up the chance to thrash a friend. Developing passing skills to utilise strikers, quick reflexes to save goals, and intelligent middle of the park strategy are all important in unlocking the key to soccer success. And to think all this started with a pigs bladder! It's a funny ol' game!







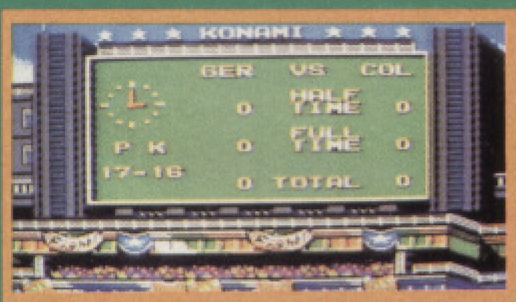
YOU'VE GOT TO EXPERIMENT

Once a team has been picked, an options screen appears with information on the teams' strengths. It gives the player the opportunity to improve on their side's speed, offensive and defensive capabilities, kicking power, overall technique, and (very sensibly) luck. Bonus points are awarded with which to do this, so deciding on what areas to improve depends on the teams weaknesses and the strengths of the opposition. There is also the chance to chose the teams formation here.

TEAM GER
-PARAMETER-
-DF-MF-FW-
4-2-4

SPEED	11
▶ OFFENSE	11
DEFENSE	09
KICK	08
TECHNIC	07
LUCK	06
EXIT	
BONUS	08

▲ *The Hun decides on how to humiliate opponents.*

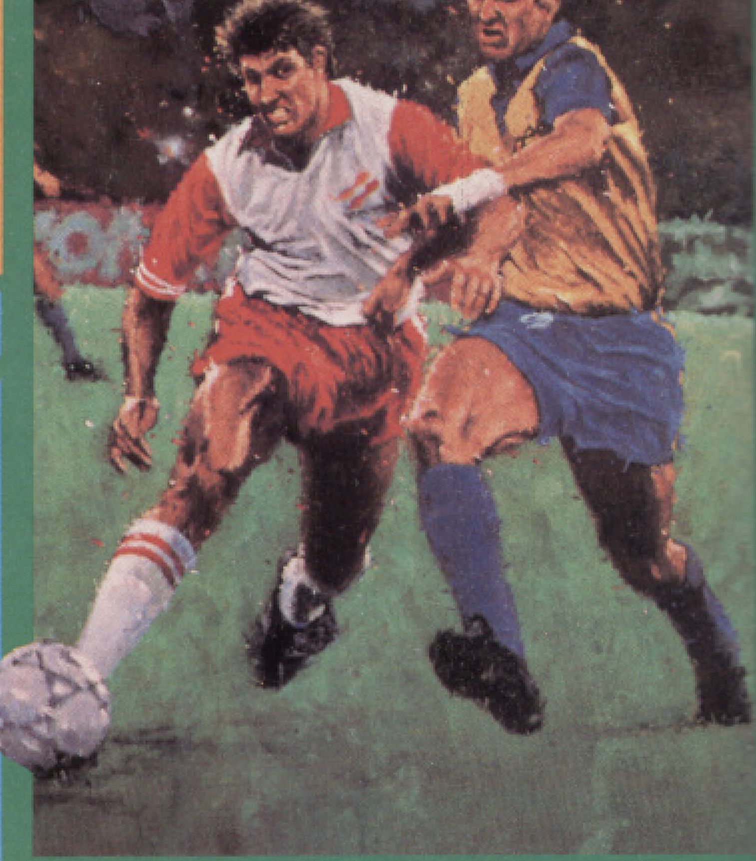


COMMENT



ROB

Being a keen football player as well as football fan, I naturally looked forward to this Konami soccer sim. Unfortunately, like a lot of its predecessors, this game fails to present a realistic impression of the game. The worst and most frustrating aspect is the game logic. I was impressed with the choice from 24 teams, each of varying skill, but once you're in the game there is no real difference. Teams like Japan are remarkably good against a side like the Germans. This is because the computer is perfect at tackling, even playing as the worst sides. This means that a lot of games end up goal-less and boring. Oh, and be warned about the penalties afterwards - the computer has an uncanny knack of reading where you are going to place the ball every time. Where I did find entertainment was in the two-player mode because playing a friend cuts out many of the problems I encountered playing the computer. Players still might kick for no reason at times, but you feel a bit more in control of the proceedings. The variety of options in Hyper Soccer promised much, but at the end of the day it's let down by poor logic and poor playability.





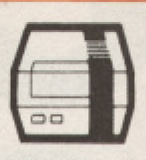


▲ *More ruthlessly efficent German football.*



SUDDEN DEATH

If a game becomes a load of goal-less middle of the park scraping, or if there is a score draw, the game goes to penalties. Each team has five attempts to score, and if things are still square after that it goes to sudden death. Basically, a player chooses where to place the ball and the goalkeeper has to take a guess at where he thinks the kicker has chosen. Unfortunately goalkeepers can't use Grobelaar tactics to put the penalty kicker off!






THE RIGHT MOVES

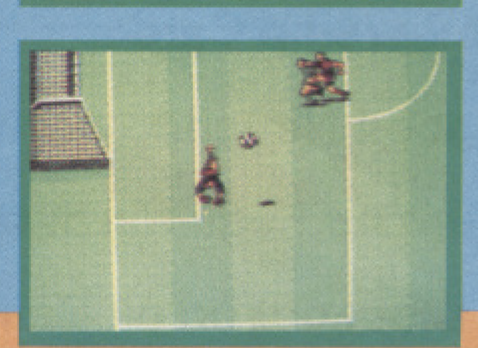
Anyone who plays football knows that good control and a fine repertoire of moves is important to get the better of the opposition. In Hyper Soccer there are a number of such moves to master.





THE HEADER

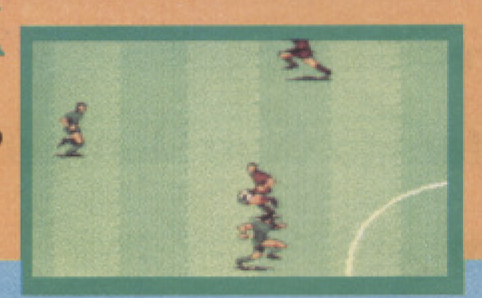
Controlling the ball in the air is an important part of any football game. Mastering the ability to head the ball in the box is essential if a team is to capitalise on crosses. If the ball is in the air but a little too far to head on the spot, it's worth trying for a diving header.





THE BICYCLE KICK

Not easy to do and it rarely comes off, but it's just about the most impressive kind of goal to score. It also proves useful when sweeping the ball out of your own half.





THE VOLLEY

This move, like the bicycle kick, depends on timing and position. It is often safer to attempt a header, but if caught right it's likely to hit the back of the net before the keeper knows what's hit him.

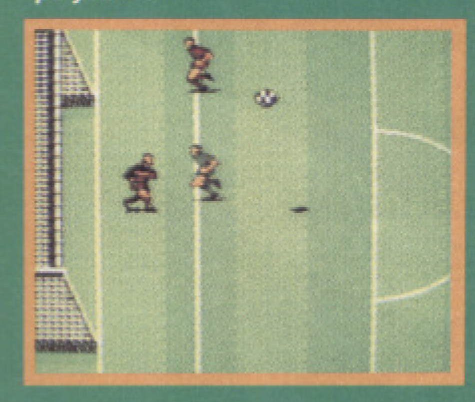




▲ England launch an attack on the Dutch.

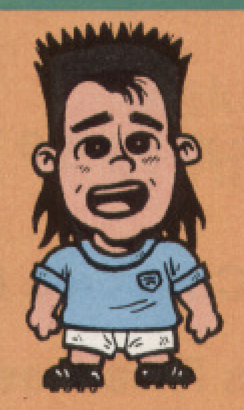


▲ Taylors donkey tactics pay off!



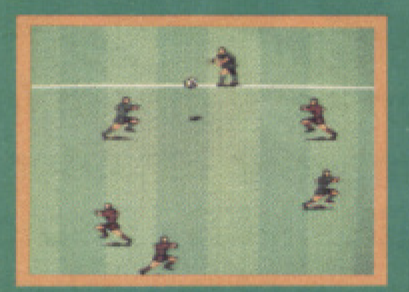
▲ Keepers ball! Keepers ball!

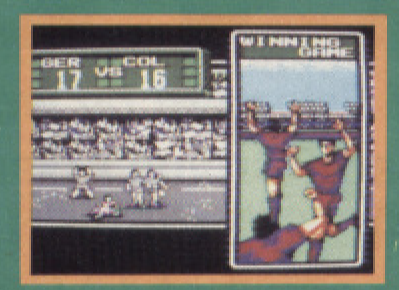
COMMENT



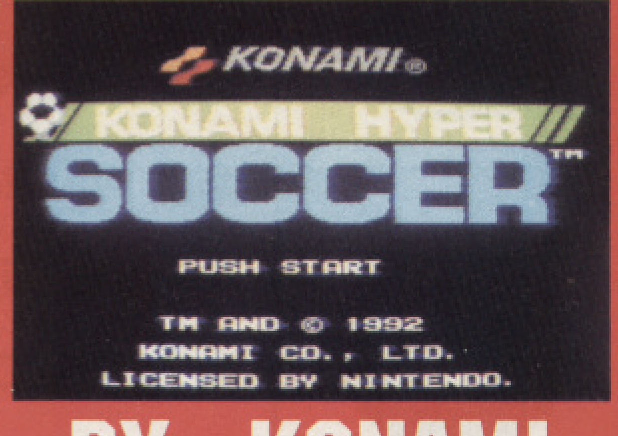
JULIAN

I was really hoping that I wouldn't have to write another comment that says, "Oh no! Not another disappointing Nintendo soccer game". But here it is. Oh no! Not another disappointing Nintendo soccer game. It's not quite as bad as Nintendo World Cup and Goal!, but Hyper Soccer is still poor. It's well presented, but sadly it's let down by flawed gameplay and dreadful player logic. Your men just don't make themselves available for moves and always seem to be in the wrong place at the wrong time, which makes the proceedings frustrating. The graphics and sound are also very average, and the end result is a soccer game which provides little in the way of fun - even with two players.

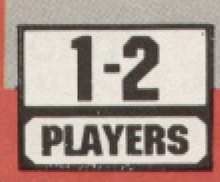


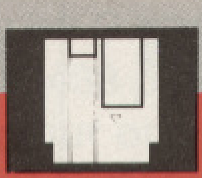


▲ High scoring game between Germany and Columbia(!).



BY: KONAMI
PRICE: £29.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: NOT BAD







PRESENTATION 87%

An excellent range of options presenting an opportunity to mould the team and introduce more tactics.

GRAPHICS 68%

The still screens are well drawn but the in-game animation and graphics are very mediocre. There is no in-game clock either.

SOUND 55%

The game tunes begin to grate very quickly. the sound effects are utterly useless.

PLAYABILITY 66%

The game logic makes for frustrating play. Moving players into tackles can be an awkward business.

LASTABILITY 67%

The two-player option may entertain for a while, but playing the computer proves frustrating and boring.

OVERALL 66%

A disappointing game which has some good options, but is ultimately let down in the all-important playability stakes.

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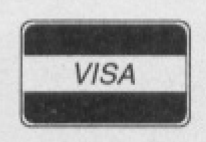
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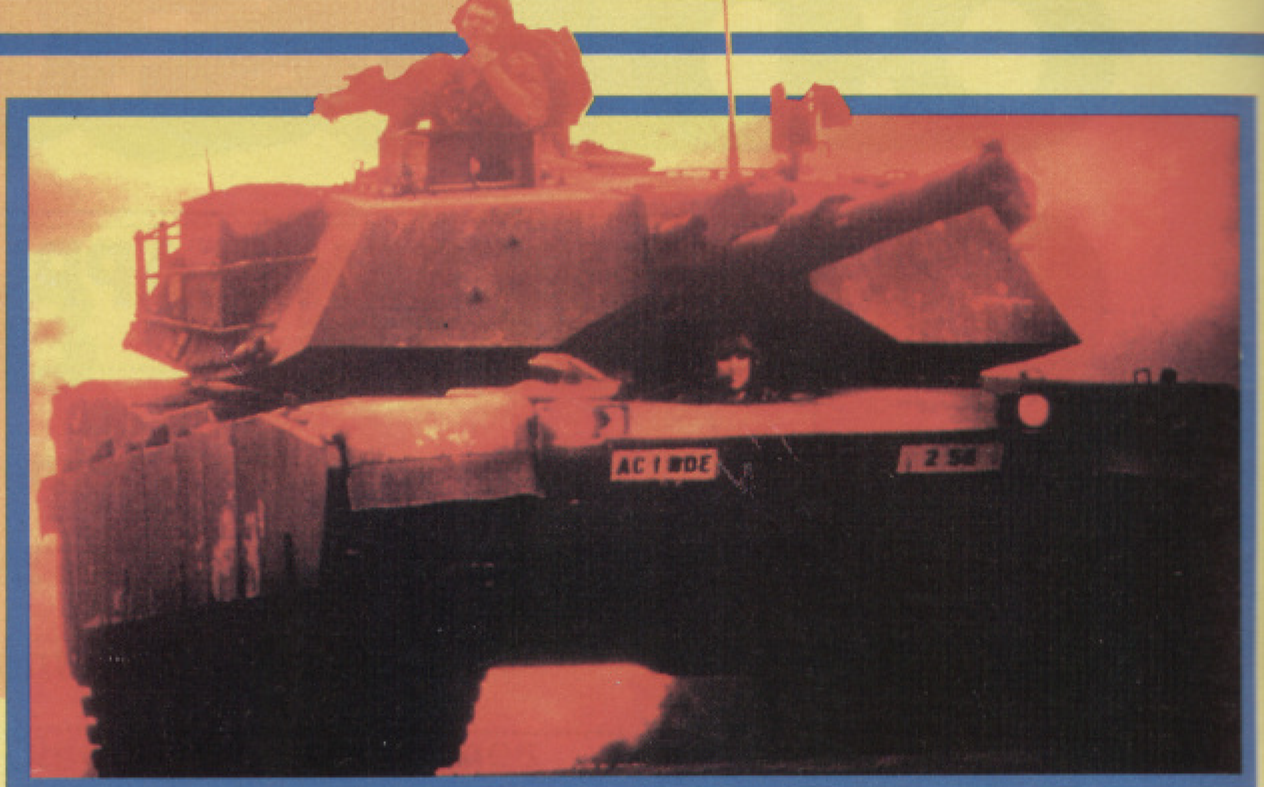




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Garry Kitchen - a name to instill fear in the heart of evil Johnny Foreigner. Who is he that he should have this Gulf War simulation named after him? A courageous tank platoon leader? Or perhaps a General, overseeing the land war strategy? No, Garry Kitchen is in fact the creator of Donkey Kong.

Super Battletank is a souped-up remake of Garry's ancient Atari classic, Battletank and pitches the budding tank commander right in the middle of the Gulf land war. The action follows actual military strategies in disposing of tanks, helicopters, SCUD sites and, once the main mission is accomplished, enemy strongholds alike. Remember, CNN is counting on you.

GARRY KITCHEN'S SUPER BATTLETANK
WAR IN THE GULF

FIDDLING WITH YOUR WEAPON

Your tank comes up against some pretty heavy opposition, so it's just as well that there are a number of top class weapon systems available to the player, all of which are detailed below.



▲ *General Fatman prepares the troops.*

120MM CANNON

The main armament of your tank - a few hits from this and your enemies should bite the dust. The cannon can be angled upwards to a possible 10 degrees from horizontal, allowing the gunner to fire a straight, low shot at a point-blank target or lob a high one at targets over two miles away. However, even at the highest angle it's pretty much impossible to hit helicopters. Keep an eye out for your limited ammunition reserves, or you may find yourself in real trouble.

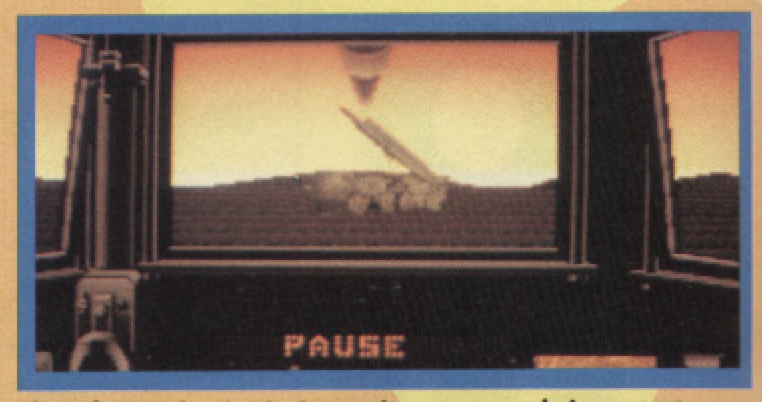
7.62MM MACHINE GUNS

The main bonus points of the machine guns are their huge ammo supply and their uncanny ability to target anything on the screen. Sadly, their range and power is a little lacking and they have a tendency to overheat when used for protracted bursts, meaning many cooling-time-related hi-jinks.



LASER-GUIDED FIRE AND FORGET MISSILES

These are the ultimate in hi-tech smart weapons. Target your victim until the crosshairs flash, meaning the missile has locked on. Then, press the trigger and watch the rocket streak and zig-zag around until it hits its prey. However, laser-guided missiles are hard to come by and can always be confused by anti-missile defences such as chaff.



▲ *A scud missle launcher comes into range.*



▲ *He shoots... He misses...*

COMMENT



RAD

We were all ready to get excited over Super Battletank when we saw the early screenshots. It must be said that the graphics are nothing short of stunning, smoothly animated and highly detailed. The sound is pretty good too, although the constant engine noise does get a bit annoying and a tune wouldn't have gone amiss. Sadly, this is just about all Super Battletank has going for it. Although the graphics are great, only a tiny amount of the play area is visible at one time through the minute windscreen of the tank. Also, the action is very samey. Drive over to an enemy. He then zooms towards you, guns a-blazing then turns and drives away. This action is repeated, regardless of whether your foe is a tank or helicopter. There is never more than one target attacking at one time, thus no tactics are required at all. Sadly, the attacks on major enemy targets consist of little more than targetting a series of muzzle-flashes before your tank is destroyed. There are only ten missions, all of which are more or less the same, and no password system, so you have to repeat the even-duller first levels every time you play. Battlezone was all very well on the old Atari, but a lot more is required for a machine as sophisticated as the Super NES. This is neither action-packed enough to be a good shoot 'em up or deep and realistic enough to be a simulation.



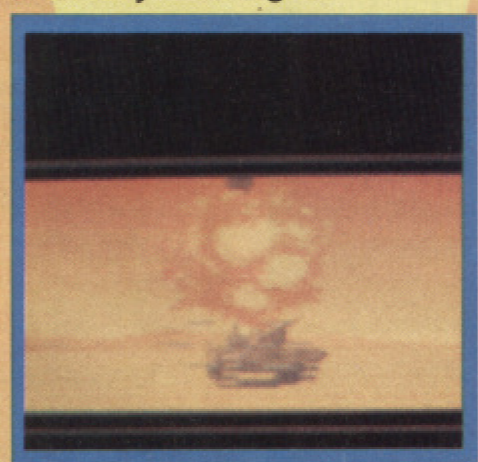
▲ *Fun and frivolity at the Skoda owners club.*



▲ *Another Skoda on its way to the owners club.*



▲ *The Abrams Battletank has an enemy in its sights.*



▲ *It's bombs away!*

DIGITAL DESTRUCTION

If some of the graphics, particularly the intermission sequences, look very realistic, it's because they are in fact digitised pictures of both models and real military equipment. Certainly, the sequence when your tank rolls into a friendly base almost lives up to the praise heaped upon it in the instruction book. Also, to take the atmosphere even further, each mission is undertaken at a different time, meaning varying light levels, from daylight to dusk to dawn. Obviously, playing during daylight is easy enough, but pitch black night time makes a lot of targets very difficult to spot against the rolling dunes of the horizon.



▲ *The Abrams sights a giant piece of popcorn.*



▲ *Ready... aim...*

▲ *The allied base hoves in to view.*

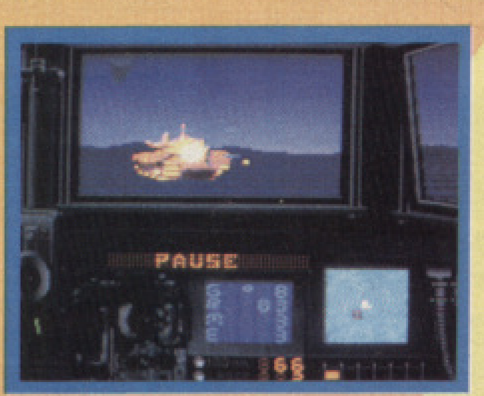
BACK TO BASE-ICS

Friendly bases are essential in some of the tougher missions. These havens offer free repairs to any Allied Forces tank commanders, handy, given that your tank only withstands five hits. Those kind chaps at the command post also reload all your weapons systems in preparation for whatever trials await you. However, due to supply rationing, only one visit is allowed per mission, so it's best to save this for before you tackle the end-of-mission boss.

▲ *Further discussions at the Skoda convention.*

SMOKE SCREEN

Releasing the smoke screen provides excellent defensive cover. The smoke disorientates your opponents, leading them to cease fire. Take advantage of this by using your range indicator to help you target them by blindsight and attack uncontested. Hurrah!



▲ *A strategic glow in the dark tank...*



▲ *...gets blown up!*



▲ *Plenty of battle action for the Abrams.*



▲ *The hated Noel Edmonds comes under fire.*

COMMENT



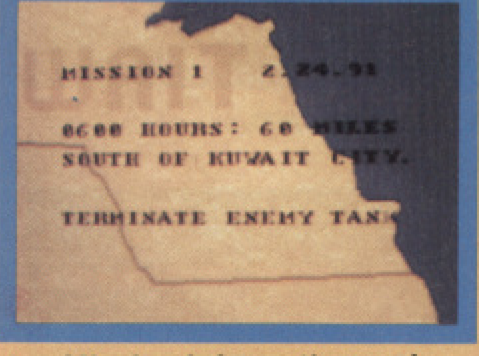
JULIAN

I remember the Atari VCS version of this years ago, and it was good, simple blasting fun. In trying to make this more complicated, somehow the programmers have lost that fun. Because you take on targets one at a time in what is basically very simple and straightforward combat there's insufficient action and excitement to get your adrenalin going. Another downer is that there are only ten missions which are all very similar bar graphical differences, and once you've sussed the tank control it takes very little time to go all the way through them. The graphics and sounds are certainly excellent, but it's a shame they're wasted on this rather dull and limited tank game.

Garry Kitchen's SUPER BATTLETANK™ WAR IN THE GULF

BY: ABSOLUTE
PRICE: £39.99
RELEASE DATE: IMPORT
GAME DIFFICULTY: EASY
LIVES: 1
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: TANK-LIKE



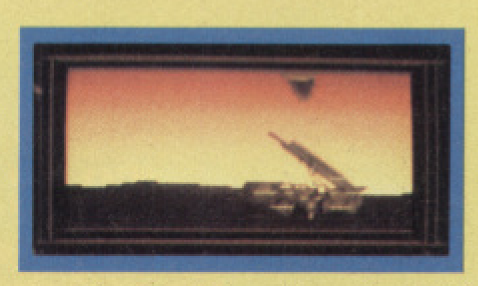


▲ *Mission information and a map of the war zone.*

MAP IN THE BOX

Pressing the B button calls up your campaign map. This shows a general overview of the battle area, including your position, the position of enemy tanks, choppers, SCUD launchers and minefields. Once these are all destroyed, the secondary target, if there is one, is also indicated. The location of any friendly bases in the vicinity is also shown, for easy repair-finding fun and frolics.

▲ *Extract from a Kuwait holiday brochure.*



▲ *The Benidorm beach patrol are out in force.*



▲ *Two members of the owners club in conversation.*

PRESENTATION 80%

Groovy animated title screen, intermissions and fab in-game presentation, although the play area is far too small.

GRAPHICS 83%

Great sprites, but they are all the same, and the background is hugely repetitive.

SOUND 79%

PLAYABILITY 57%

Yaaaaawn. The same dogfight over and over again. One or two plays is enough to put most people into a coma.

LASTABILITY 52%

Groovy animated title screen, intermissions and fab in-game presentation, although the play area is far too small.

OVERALL 56%

A nice-looking game which doesn't deliver in the playability stakes. Avoid at all costs.

THANKS TO... Console Concepts for supplying us with this copy of Super Battletank. For more information on the game, or other import games, call them on 0782 712759.

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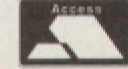
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KRUSTY'S SUPER FUN HOU

Those dirty rats! They've invaded Krusty's Fun House and are going about their rodenty business of chewing it to bits. Unless the furry maniacs are quickly caught and summarily put to death, Krusty faces life in a cardboard box! While some might argue it serves him right for being so obnoxious, Bart, Homer, Sideshow Mel and Corporal Punishment are ready to lend a hand by manning the rat traps. Seems like an easy enough task? Well it would be if the traps weren't in such awkward places.

Fortunately for Krusty, there are a number of useful blocks, pipes, blowers, and super springs littered about the house, which, if picked up and organised properly, should send the pesky rodents to meet their maker. But rats aren't the only creatures making Krusty's life a misery - Venom Vipers, Pink Flying Pigs, Laser Aliens and Giant Goofy Birds harbour in every floor, waiting to jeopardise Krusty's rat-exterminating antics. Things are made more confusing by secret rooms and passages, some of which need locating before Krusty can graduate to the next level. As it stands, Krusty has got a lot of clowning around to do before he puts the fun back into his Fun House.





KRUSTY'S TOOLS

There are a whole range of objects to aid Krusty in his bid to rid the rooms of their furry inhabitants. Rats are only able to climb over things one block high. For this reason players have to keep their wits about them and act quickly, because things can go wrong in an instant. Knowing which apparatus to use and where is something that comes with practice.

BLOCK: This comes in handy as a step over which the rats can trundle. It is also useful for Krusty when there is something just too high for him to reach normally. Blocks can hang right on the edge of things, and by using a few of them to create steps - which are perfectly safe even though they blatantly defy gravity.

BARRELS: These can't be picked up. Instead Krusty kicks them. They come in useful for blocking pipes and preventing rats from going where they shouldn't.

BLOWER: The greatest advantage of a blower is that it sends rats flying up in the air. If positioned correctly, a whole series of blowers can direct the little rodents to otherwise unreachable platforms.

PIPE CORNER: Rats often find themselves travelling through pipes. A pipe corner is useful to fill a gap in a pipeline or in creating an entirely new route.



VERMIN DISPOSAL

Placing objects in the right place at the right time can be a tricky operation, and when things keep going wrong, hacking your head off seems like an appealing option! Realising the dangers of this, the programmers have ensured that when the rats finally find their way to the trap, their annihilation is a spectacular affair.

Watch with glee as 20,000 volts brings the furry monsters to a shocking end, or the knockout performance as they are squashed with a boxing glove, and the bubbling *piece de resistance*, being inflated to bursting point. Corporal punishment even pops up to eat the little blighters! Should Krusty make a mistake that can't be rectified it is possible to leave the room and try again, but this does cost a life so think before you fluff!



COMMENT

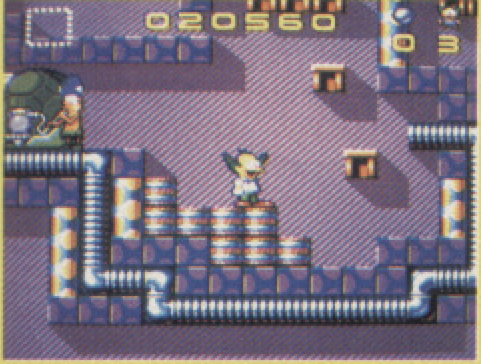
JULIAN

This wasn't quite what I was expecting from a Krusty game, but I'm glad Acclaim have taken an original approach rather than go for a bog-standard platforms and ladders type game like many big-name games of recent months. The puzzle action is totally absorbing and the gameplay is beautifully balanced to draw you in slowly and get you prepared for the cleverly designed, but horribly complicated puzzles that lie on later levels. The graphics and sound are both excellent, but they're really secondary to the gameplay. Puzzle games aren't usually very popular, but I urge you to give this a go. It'll have you scratching your head and yelling with frustration, then running around the room screaming with delight when you work out how to solve a puzzle. It'll also keep you entertained for weeks - which is more than your average "big name" platform game will do! Check it out!

ROB

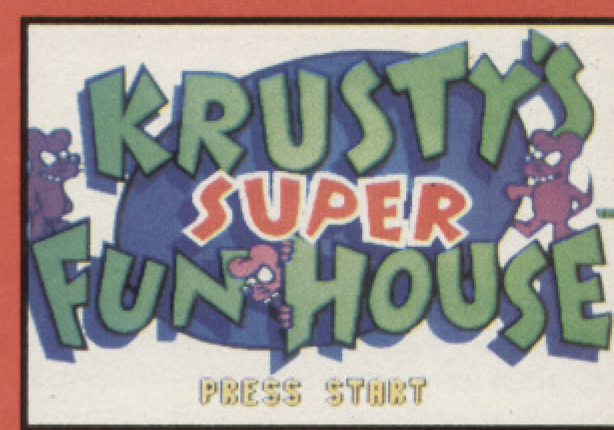
I think I'm probably one of the last people on earth who hasn't seen an episode of The Simpsons, but if the quality of this game is anything to go by I'll make a concerted effort from now on. When I first slammed the cart into the machine this looked like a straightforward platform game - but it's not, it's also puzzle game, and a brilliant one at that. The graphics and the gameplay ensure that the ideas are carried off successfully. Sprites are well drawn and animated, and the controls are responsive, making it a very playable game. As you graduate through the levels, clearing the rooms of rats becomes progressively more difficult. It is this level of challenge that kept me donning my thinking cap and having another go. Watching the rats annihilated in all manner of ways is sweet satisfaction when you finally get it right. I suppose you could call Krusty's Super Fun House a plazzle game, or a puzzform game... well, whatever you call it, it's a damn fine game!





▲ *Sideshow Mel operates the cunning device that disposes of the rats during this colourful level.*



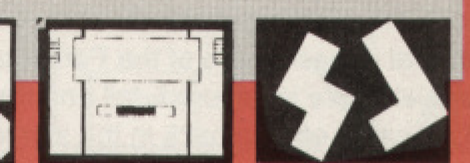


BY: ACCLAIM

PRICE: £39.99

RELEASE DATE: IMPORT
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 85%
Krusty and those pesky rats introduce themselves on the title screen. The password system is invaluable.

GRAPHICS 88%
The animation of the characters, especially Krusty, is just like the cartoon. The backdrops enhance this effect.

SOUND 87%
The funfair style tunes are cheerful and suit the mood perfectly. Excellent sound effects as well.

PLAYABILITY 90%
Getting used to the controls doesn't take very long, and the control responsiveness is about perfect.

LASTABILITY 90%
While the early levels are pretty straightforward, the game quickly gets taxing

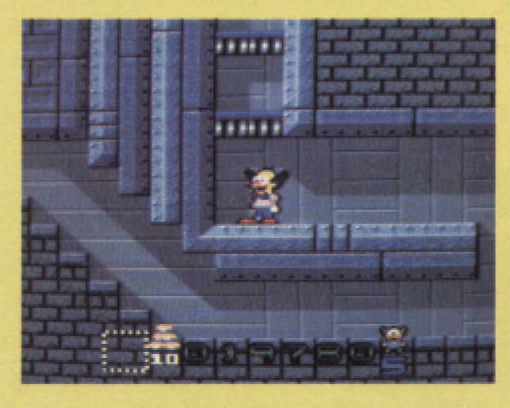
OVERALL 90%
A highly original game that's combines two genres perfectly. It's as Simpson as that.

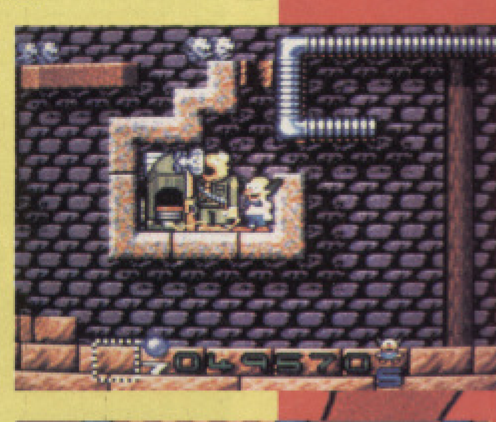
KRUSTY' SUPER FUN HOU

With a name like his, you might be forgiven for thinking Krusty the Clown spent his days living in a squat wearing a leather biker jacket, drinking cider and not bathing, but he is in fact a jolly children's TV presenter.

Krusty also owns Springfield's main tourist attraction (apart from the temperamental nuclear power plant), his very own Super Fun House. Sadly, there are a number of visitors who have chosen to make their stay more permanent, namely a colony of rats and Krusty wants rid of them before they ruin business. He has enlisted the help of the Simpsons family and some of his own hapless employees, and situated each one at the controls of one of his hi-tech rat traps. Now it's Krusty's job to lure the rats to their doom.

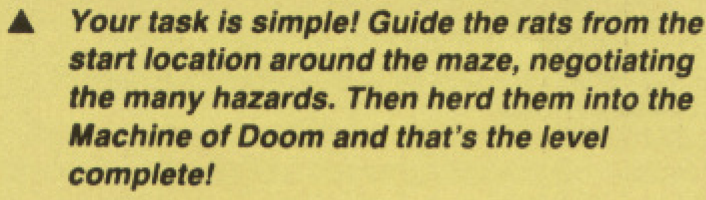
This is not as simple as it sounds, being a Fun House, Krusty's pad is composed of many platforms, pipes which suck rats through to the other end of their length, aliens, flying pigs and other hazards, all of which conspire to stop the rats meeting their maker. The thing is that the rats can only climb anything which is their height or lower, so Krusty must position blocks to help them on their way. Being stupid, the rats obediently plod along in one direction until they hit a solid or tall object, upon which they about face. Kill every rat in each room of the Funhouse and Krusty's financial future is assured, fail and the lovable funster will probably end up back in the slammer.



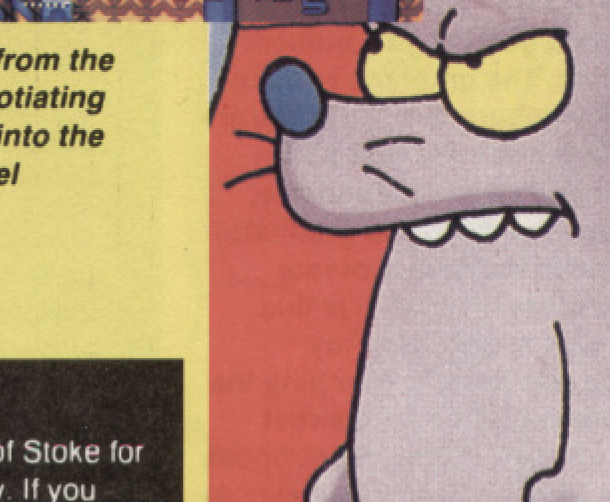








▲ ***Your task is simple! Guide the rats from the start location around the maze, negotiating the many hazards. Then herd them into the Machine of Doom and that's the level complete!***

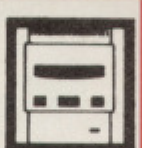


FUNHOUSE OF DOOM

Krusty's Super Fun House is certainly a big place. The main corridors of the house contain five doors, four of which are locked. Each of these leads into a different hallway. These halls contain up to fourteen more doors, each one of these leading into a specific level. Once all of the levels are completed, the next main door is unlocked. To make repeating completed levels less tedious a password system has been programmed to allow players to skip through the worlds they have already completed, although it is still necessary to run through each level contained therein.

THANKS TO...

Thanks to the guys at Console Concepts of Stoke for sending us Krusty's Funhouse so promptly. If you desire information about this, or any other game, why not give them a call on 0782 712759?

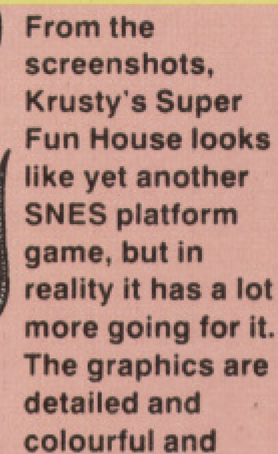






▲ *A fine reward from the man himself!*

COMMENT



RAD

From the screenshots, Krusty's Super Fun House looks like yet another SNES platform game, but in reality it has a lot more going for it. The graphics are detailed and colourful and move very smoothly and the number of fittingly cheesy soundtracks accompany the game perfectly. All the work that has gone into the presentation pales in comparison to the game itself, however. Krusty works as a sort of Lemmings in reverse, with the on-screen Krusty acting as guide to the rats. The difficulty level is beautifully graded, so each level gets progressively harder, ranging from really obvious to if-I-don't-complete-this-level-soon -I'm-going-to-go-mad, although the frustration level is surprisingly low, probably thanks to the jolly comedy theme of the game and hilarious background details. Running just a little faster than the still-excellent Megadrive game, Krusty's Super Fun House is a truly essential purchase which should take pride of place in your shopping list over the usual tired shoot 'em ups.



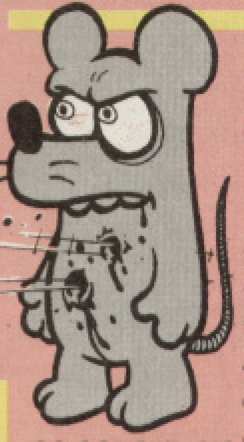
VIVA LA DIFFERENCE

There are virtually no differences between the Megadrive and SNES versions of Krusty. The only thing we can spot is that the Megadrive version moves ever so slightly slower than its SNES counterpart.



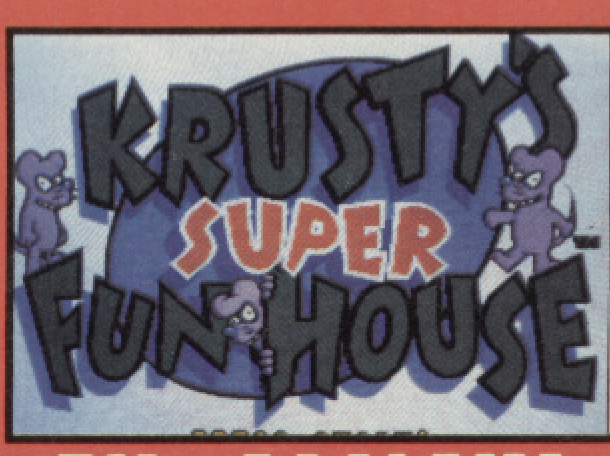


COMMENT



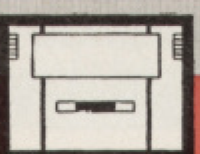
JULIAN

Like the Megadrive version, Krusty is a superb puzzle/platform game. The gameplay is horribly addictive, the graphics are full of neat touches and the very jolly tunes and effects suit the offbeat atmosphere perfectly. It's one of those games that really makes time fly - you sit down and start playing and then the next time you look away from the screen, you suddenly realise you've been playing for hours. There's little more I can add to what I said in the Megadrive review, except that this is a puzzle game that no self respecting Super NES owner should be without.



BY: ACCLAIM
PRICE: £39.99
RELEASE DATE: IMPORT
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: GREAT







PRESENTATION 85%

Well presented password option and loads of cartoon intros. In-game presentation is tops.

GRAPHICS 88%

Small but detailed sprites, loads of colour, gorgeous shading and very smooth animation.

SOUND 87%

Cheesy tunes and good quality effects, although they're a little sparse.

PLAYABILITY 90%

Pinpoint controls make getting into the game easy, and it's instantly addictive. So there.

LASTABILITY 90%

Thee are five long worlds full of levels, and some of the puzzles will have you going for ages.

OVERALL 90%

An original and inspiring title which shows you can teach an old genre new tricks.

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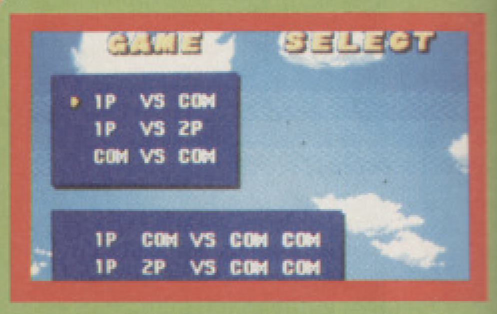
For we British, the game of tennis conjures up the scent of strawberries wafting across a Wimbledon lawn, the dulcet tones of Dan Maskell and the inane ranting of spoilt rich kids. What it doesn't conjure up is the memory of British competitors holding the cup. Gits! It's always the same old story; a first round triumph, a second round humiliation!

Now there's the chance to put the Great back into Britain! Well, erm, maybe not, but there is the chance to serve, volley, slice and lob in an attempt to win the Grandslam tournaments. Competitors have a number of options open to them. They start by creating a player and giving them certain strengths and weaknesses. Then it's off to the training ground to practice a few shots before entering an exhibition match. When players feel they've sussed out both racket and opposition, it's time to enter the Grandslam circuit.

Grandslam Tennis has both singles and doubles action, and of course the essential two-player mode. All players are seeded according to their abilities. In exhibition mode the opportunity to choose opponents gives newcomers the chance to see what they're up against. Could you be the soul that saves Britain from international ridicule? One thing's for sure - we need new balls please!







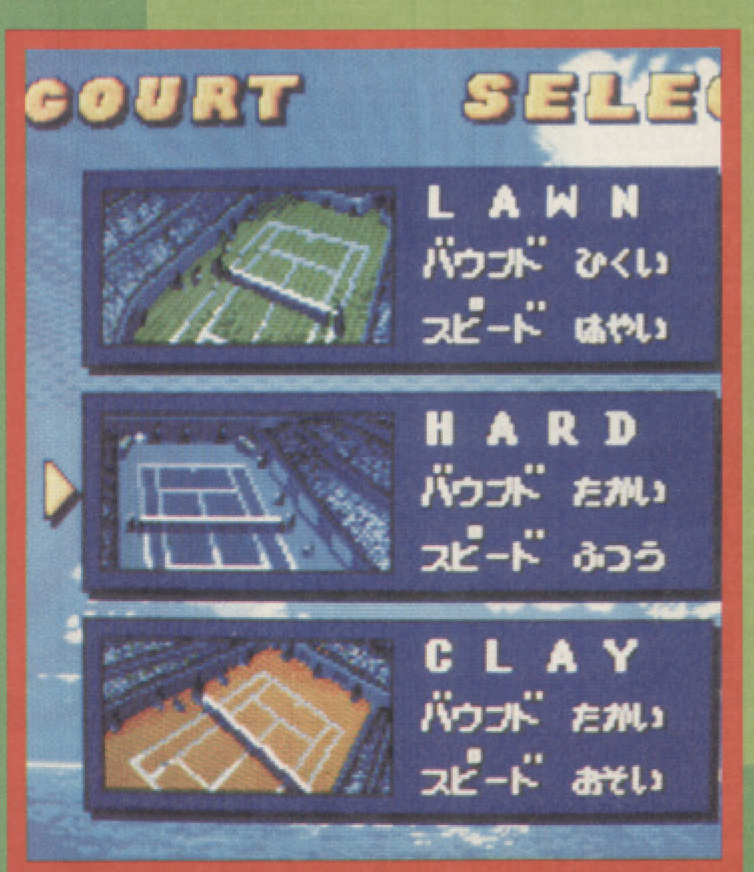


▲ *More options! More options!*

GRANDS

PLAY!

Any tennis fan could tell you that there is more to the game than simply getting the ball over the net. Newcomers must learn to put in a powerful serve, a strong forehand and backhand, delicate well-judged lobs, and a devastating smash. The distance the ball travels depends on whether backspin or topspin is used (up and down on the D-Pad). Likewise directing the ball cross-court relies on accurate use of the D-Pad. Gaining confidence on court takes time, so it's well worth using the trainer mode before plunging into a match.



SOWING THE SEEDS

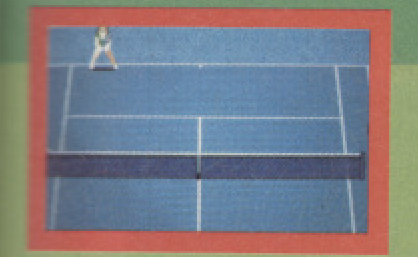


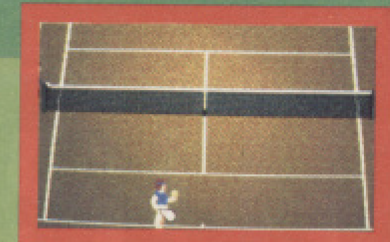
Each competitor in Grandslam Tennis has a seeding. You can choose to play as any of them, and in exhibition matches you also get to pick the opponent of your choice, so it's possible to play two of the same player. The seeding system means that the male number one seed is best and the female number twelve seed is worst. When you've beaten everyone as the number one seed, try doing it as the number two seed and so on.



▲ *Options! Options! Get your options!*







▲ *Poised to serve up an ace.*

COMMENT



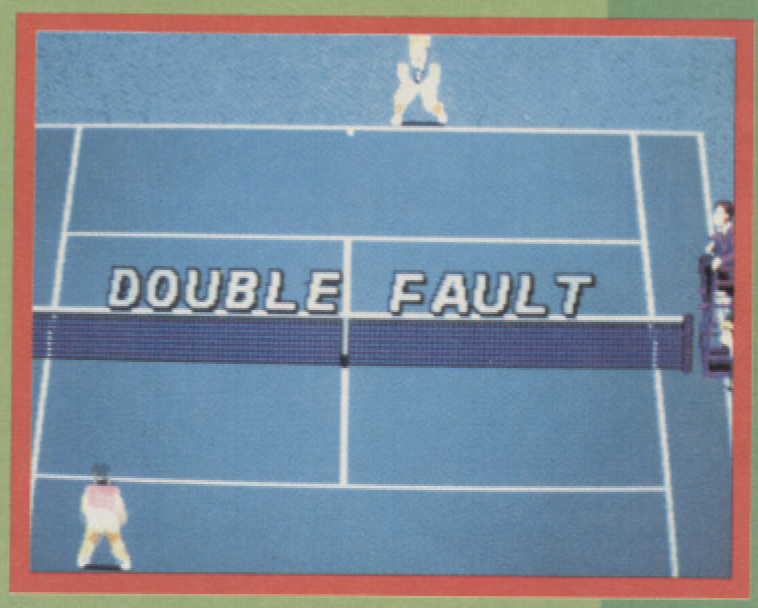
RICH

Super Tennis on the Super NES is one of the office all-time faves, so it was with great trepidation that I loaded up Grandslam Tennis. Thankfully, it's a high quality sports sim with accomplished graphics and gameplay. The sound isn't bad either with digitised speech for the umpire as he keeps score (although his voice sounds decidedly strange). As far as playability goes, Grandslam Tennis scores pretty highly. Just like Super Tennis, control of the ball is very intuitive, leading to some exciting rallies. But as Rob said, your player sometimes doesn't seem fast enough to catch the ball (just like the real game I suppose). Although it lacks that magical edge that made Super Tennis an instant classic, Grandslam Tennis is well worth adding to your cartridge collection.

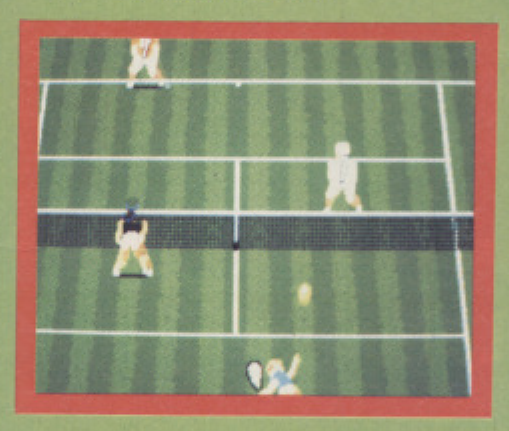
TWO'S COMPANY

Grandslam Tennis really comes into its own in two-player mode. It is possible to play against a friend in the singles, team up with them in the doubles, or oppose them in the doubles. This two-player action is likely to lead to lots of enthusiastic ranting about chalk dust, and the words "You cannot be serious!" are more than likely to enter the conversation

▲ *Some useful service stats.*

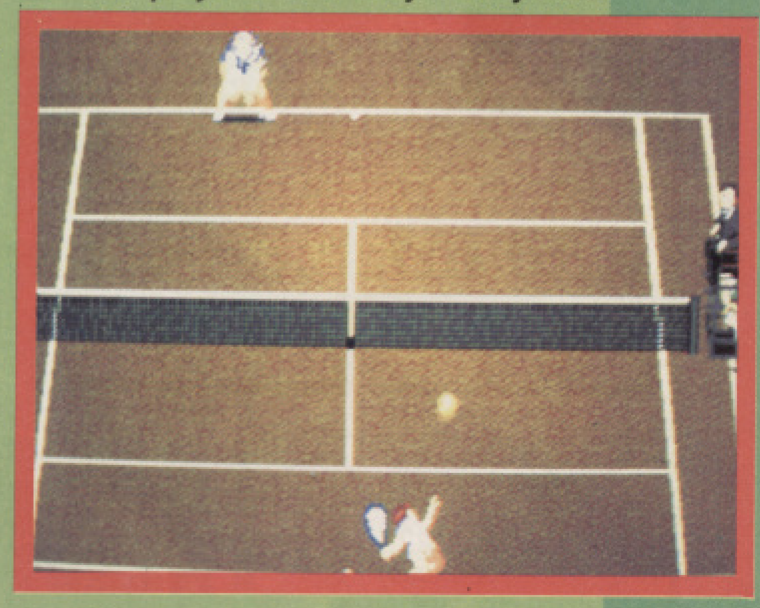


▲ *Naff players make easy money here.*

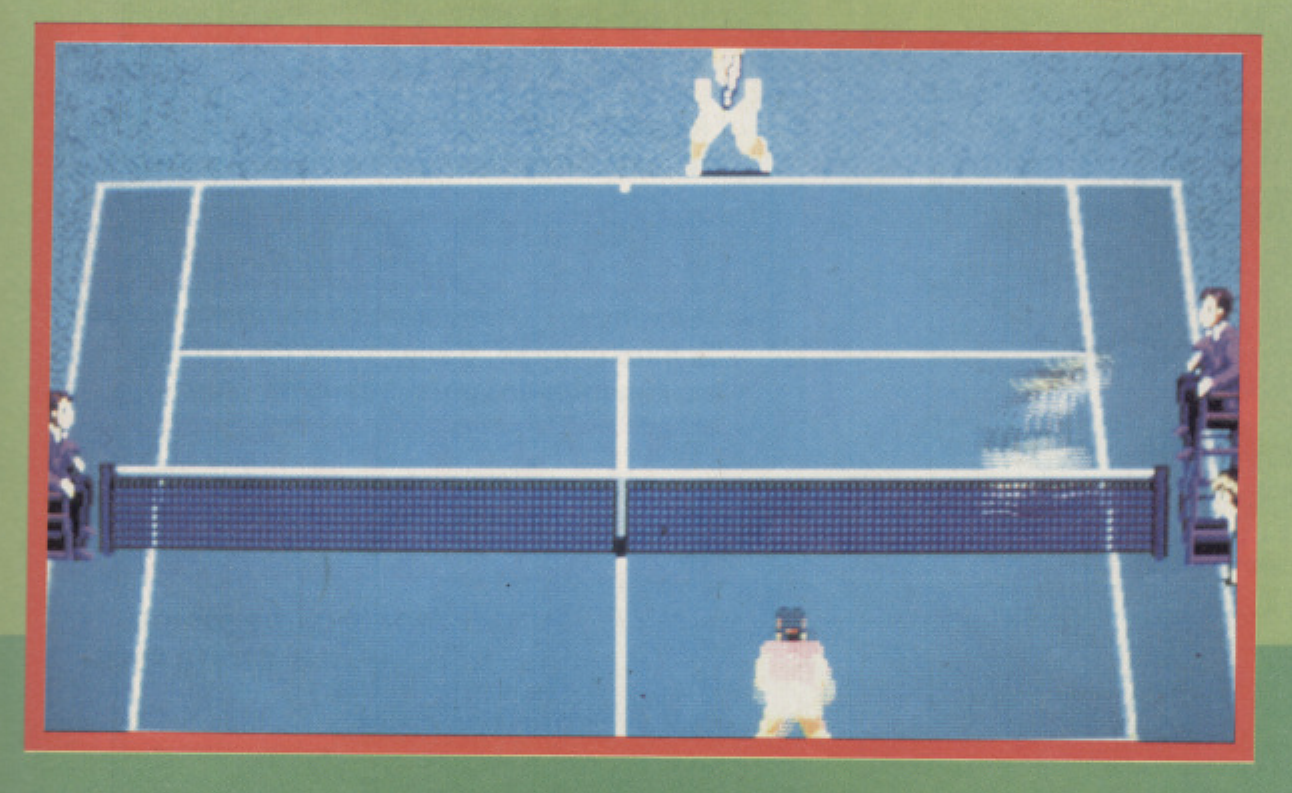


▲ *A fruity foursome on the lawn.*

SLAM TENNIS



▲ *Players also mould bowls from the court surface.*

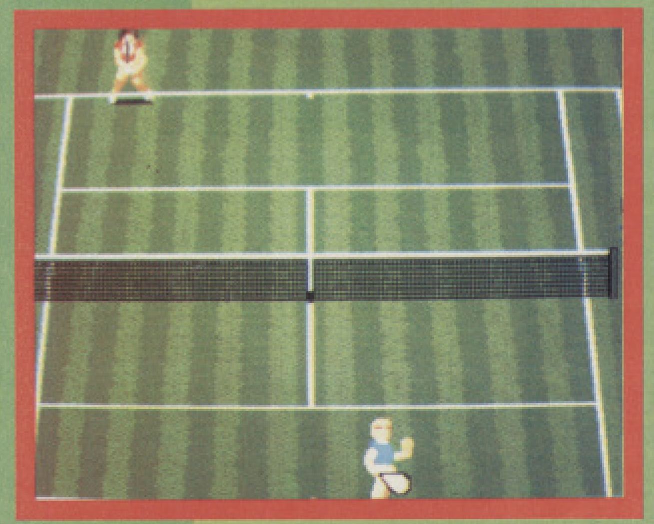


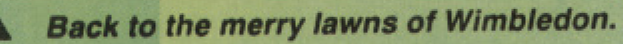
COURT APPEARANCE

Most of us are familiar with the lush green courts of Wimbledon, but in Grandslam Tennis there are hard and clay court surfaces as well. A grass court means the game is faster so reactions must be quick, especially to serves. A hard court causes the ball to bounce more, so an intelligent use of spin is necessary to keep it down. A clay court is slower than the other two, resulting in longer rallies. Anticipating your opponent's is next shot is important if you're to make a good return.

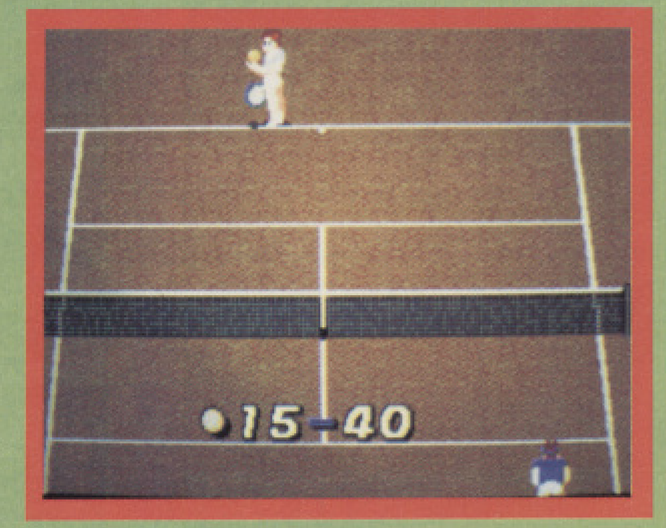


REVIEW





▲ *Back to the merry lawns of Wimbledon.*



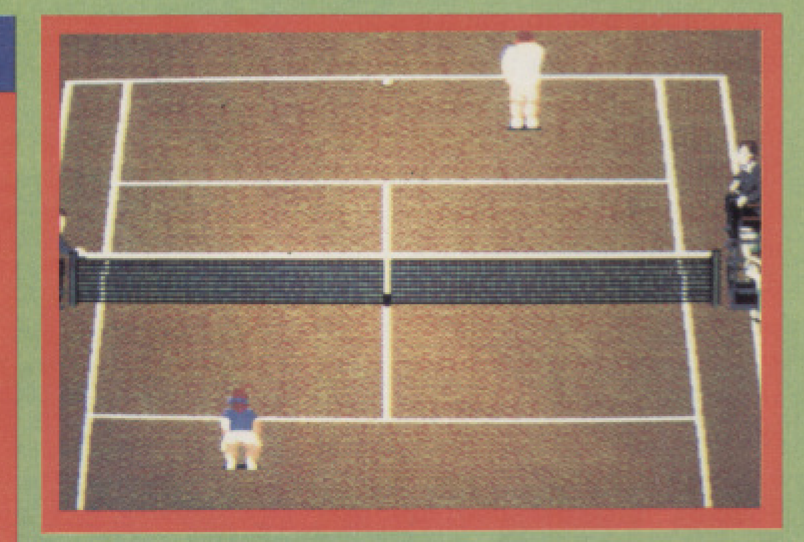
▲ *A racketeer enjoys a half-time orange.*

COMMENT



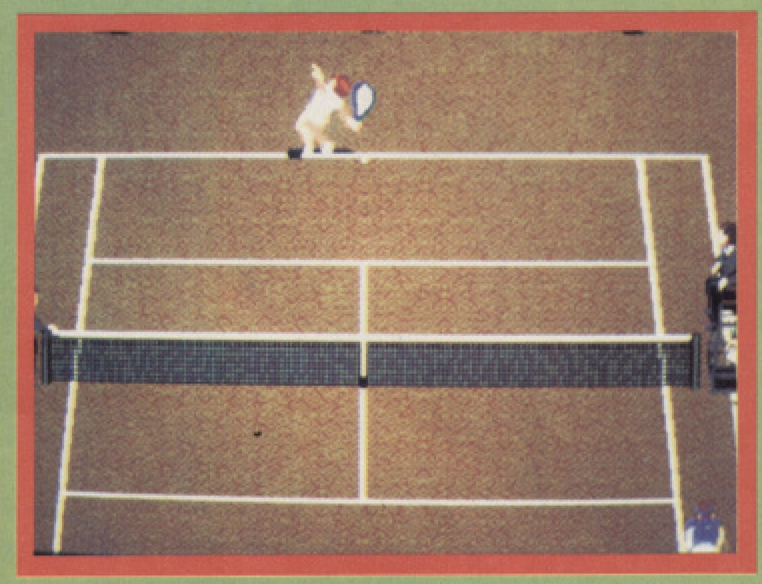
ROB

A tennis game on the Megadrive is long overdue, and when one finally arrived, my expectations were high. It was a relief then that Grandslam Tennis is a success! This has got everything the budding racket fanatic could ask for. The options are vast, with useful ideas like the training mode and player make mode and the chance to compete in one-off matches or the whole Grandslam circuit. Most importantly though, the game manages to capture a sense of realism, this is down to well-programmed game logic. The ball responds perfectly to topspin and backspin, lob and smash, making the gameplay very believable. Getting into the feel of the game takes practice, but once I was comfortable with my newly- acquired skills, the challenge of the game kept me coming back. One small criticism I'd make is that the characters are just a little bit slow, and this can frustrate when you know where a ball is going but can't reach it. But where this game is doubly a success is in two-player mode. Playing a living opponent inevitably leads to furious arguments, whinging, jeering and plenty of fun! Stock up with strawberries and cream now!



SLAMMING

Players confident enough with their state of play are ready to enter the Grandslam tournament. The Australian Open kicks off the whole show, but success in the American, French and British Open is the only way to become a Grandslam legend. Remember as well that the courts have different surfaces, so practice on all three types in exhibition matches is invaluable.



▲ *A player goes for a first class first service.*

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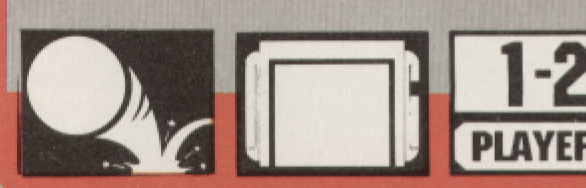
Thanks to the guys at ICE for sending us Grandslam Tennis so promptly. If you desire information about this, or any other game, why not give them a call on 0302 340079?



BY: TELENET

PRICE: £34.99

RELEASE DATE: IMPORT
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: NONE
RESPONSIVENESS: GOOD



PRESENTATION 91%

The range of options is superb. There is an essential password system and useful trainer option.

GRAPHICS 82%

Decent, nicely animated sprites. But they have an irritating habit of constantly swinging their pants!

SOUND 84%

Nice intro tunes and some pretty good sound effects. The umpire announces the score in a deep booming voice!

PLAYABILITY 86%

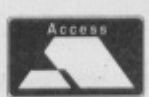
Realistic ball movement makes it very easy to play. The players are a bit slow though.

LASTABILITY 89%

Winning the Grandslam as number one seed is hard enough. Going down the ranking makes thing tougher. Loads of challenge.

OVERALL 85%

A very worthy tennis game for the Megadrive, and one that sports fans won't fail to enjoy.



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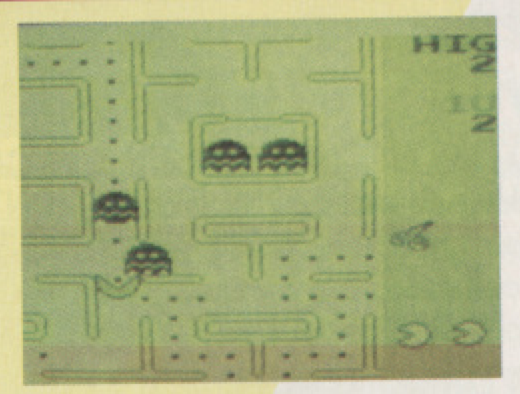
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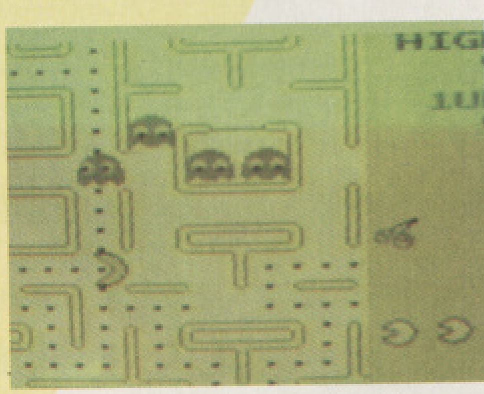
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SIGNATURE

ARCADE CLASSICS ON THE GAMEBOY

Remember all those great arcade games of yesteryear? Well, loads of them are being given a second lease of life on the Gameboy, including old favourites like PacMan and Asteroids and cult classics like Marble Madness and Mr Do! Julian Rignall has been playing all of them (the lucky git) and gives you his verdict.





▲ Pac action abounds as our spherical hero chomps his way completing level 1.



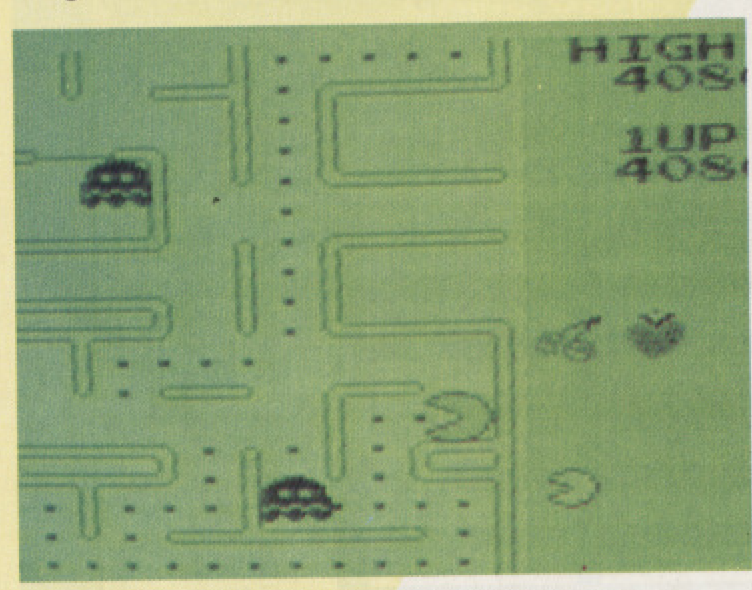
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PACMAN

ORIGINAL COIN-OP RELEASE: 1980
ORIGINAL COIN-OP BY: NAMCO
ORIGINAL COIN-OP HISTORY:

Massive arcade success story of the early 80's. PacMan fever spread through the world during 1981 and the machine spawned eight sequels, a TV series and unbelievable amounts of merchandising from t-shirts to sweets!

GAME: Guide PacMan around a series of mazes avoiding the four ghosts and eating the dots. Clear the screen of dots and you move on to the next, tougher screen.

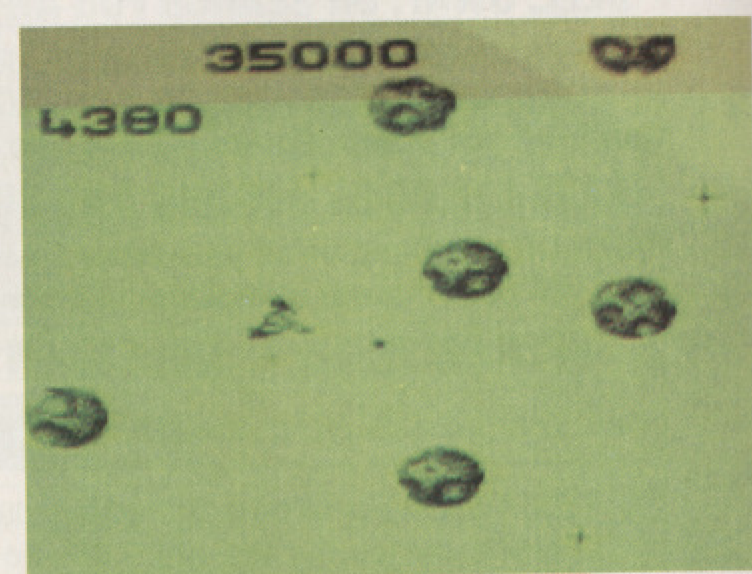


▲ Power pills enable Pac to fight back against the ghosts.

COMMENT

An excellent, near flawless interpretation of the dot-gobbling coin-op classic which retains all the playability of the arcade original. Due to the small Gameboy screen, the playfield now scrolls to keep things of reasonable size, but other than that this IS PacMan.It's a fun game, but does get dull after a while due to its simplistic nature. Still, if it's a trip down memory lane you're after, this is the tops.

PRESENTATION 67%
GRAPHICS 53%
SOUND 57%
PLAYABILITY 87%
LASTABILITY 71%
ACCURACY TO COIN-OP 96%
OVERALL 79%



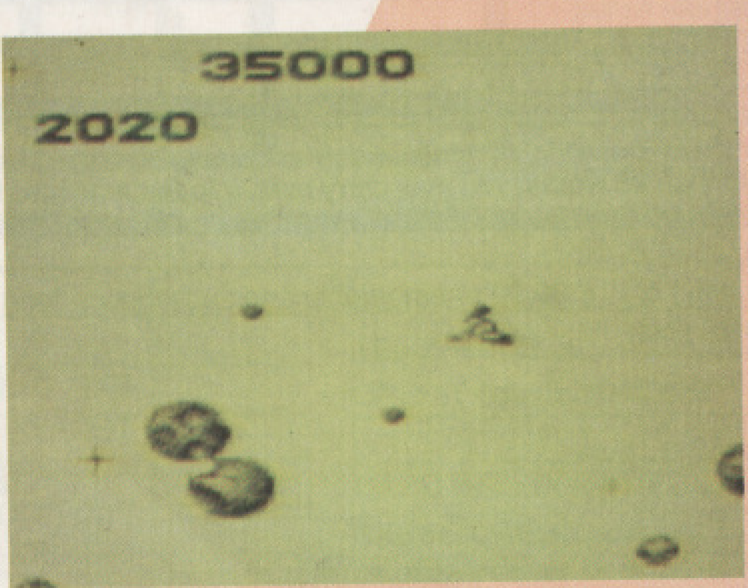
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ASTEROIDS

ORIGINAL COIN-OP RELEASE: 1979
ORIGINAL COIN-OP BY: ATARI
ORIGINAL COIN-OP HISTORY:

A very early vector graphic arcade machine developed from an even earlier game called Space Wars. It went on to spawn two sequels: Asteroids DeLuxe and Blasteroids.

GAME: The player's space ship is stranded in a densely-packed asteroid field. Blast them all away to stay alive - or die trying!



▲ The larger asteriods split into small rocks when hit. These smaller asteroids travel faster so watch out!

COMMENT

This is a great version of Asteroids which plays almost identically to the original coin-op. The stark black and white line-drawing graphics of the coin-op have been replaced by more up-to-date solid fill sprites (I think that's a shame, but then I'm a purist), but the sound is very similar. Gameplay is tough, with three levels to challenge you, and there's also two-player teamwork and competition modes to add extra lasting appeal. Excellent stuff - highly recommended.

PRESENTATION 89%
GRAPHICS 78%
SOUND 76%
PLAYABILITY 88%
LASTABILITY 80%
ACCURACY TO COIN-OP 76%
OVERALL 84%

EBOY

BY: ACCOLADE
PRICE: £24.99

MISSILE COMMAND

ORIGINAL COIN-OP RELEASE: 1982
ORIGINAL COIN-OP BY: ATARI
ORIGINAL COIN-OP HISTORY:

Like Centipede, the original machine used a rollerball control method. It was very popular, especially with highscore freaks who could literally play for days on one credit!

GAME: An enemy missile attack is imminent and you've got to save six cities from certain doom by using anti-missile missiles launched from two bases located either side of the screen.

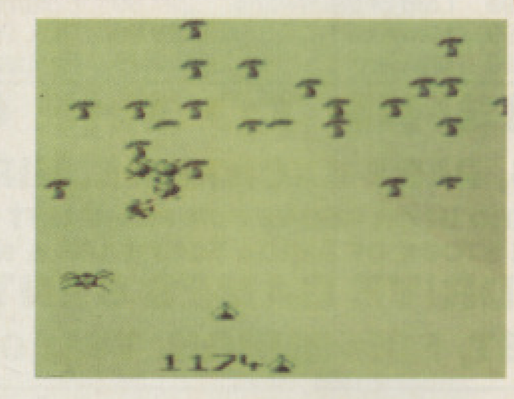
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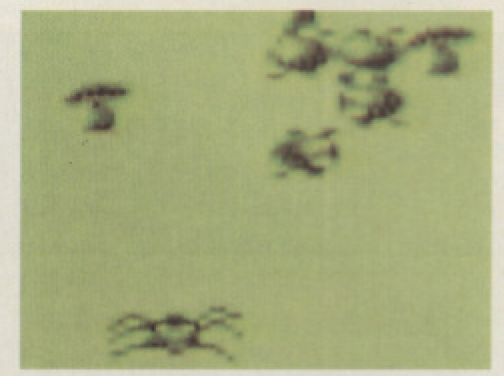
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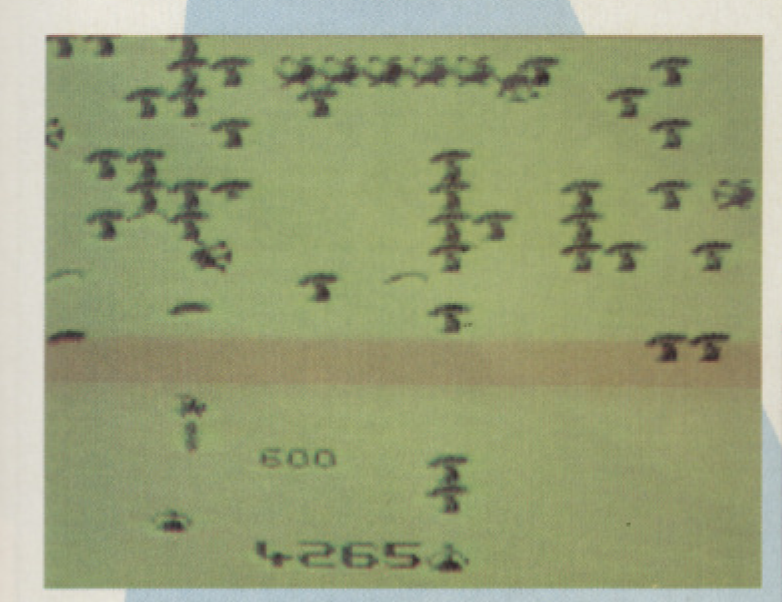
ORIGINAL COIN-OP RELEASE: 1982
ORIGINAL COIN-OP BY: ATARI
ORIGINAL COIN-OP HISTORY:

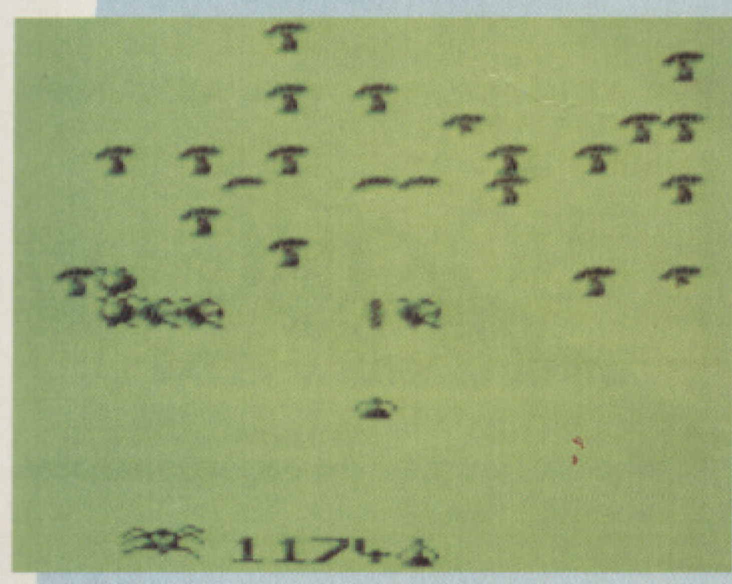
A moderately successful blaster which used a rollerball control system for quick play. Later sired a sequel called Millipede.

GAME: The garden has gone mad! Blastaway at rogue centipedes, snails and fleas as they head down the screen.







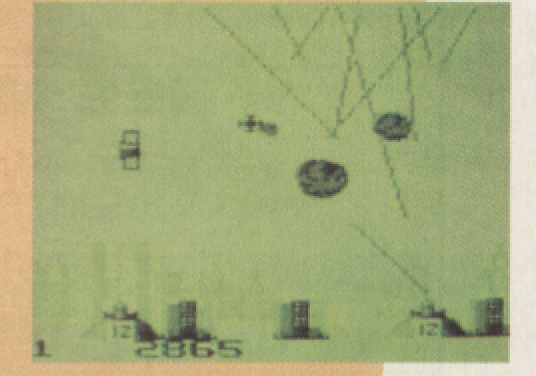


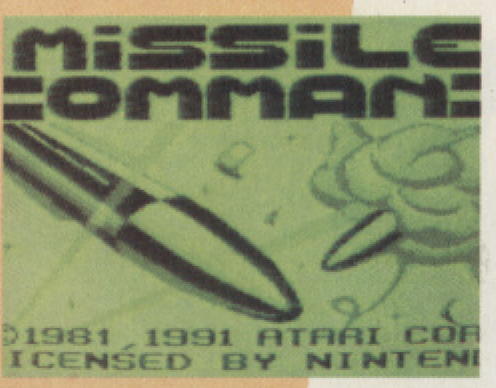
▲ Blasting mushrooms enables you to get a clearer shot at those creepy crawlies.

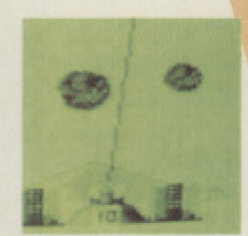
COMMENT

This old fave of mine is dogged by a couple offlaws. Firstly, the controls are sluggish and vague and make high-speed accurate point-and-shoot play frustratingly difficult and secondly the large playfield of the original machine has been shrunk down and consequently play feels cramped. Another thing to be warned of is that it's not very challenging - even on the top level - and after a while the relentless and unchanging gameplay gets dull, even with the two two-player modes it offers.

PRESENTATION 85%
GRAPHICS 41%
SOUND 78%
PLAYABILITY 68%
LASTABILITY 45%
ACCURACY TO COIN-OP 80%
OVERALL 59%











COMMENT

Although the three missile bases of the original coin-op have now become two, plus the graphics have been brought up to date (I do think original graphics should be used if possible - after all, these are supposed to be conversions), this is a great version of the original machine. It's addictive, fun and is very challenging on later levels. A classic that's well worth looking out for.

PRESENTATION 78%
GRAPHICS 75%
SOUND 79%
PLAYABILITY 86%
LASTABILITY 81%
ACCURACY TO COIN-OP 79%
OVERALL 83%

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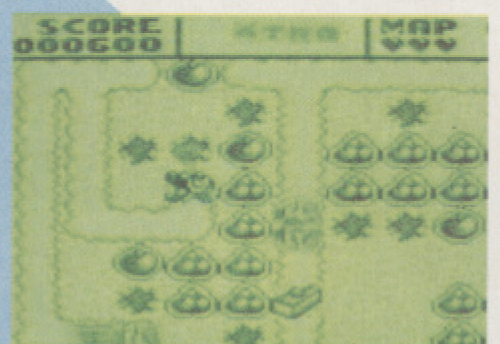
MR DO!

ORIGINAL COIN-OP RELEASE: 1983
ORIGINAL COIN-OP BY:UNIVERSAL
ORIGINAL COIN-OP HISTORY:

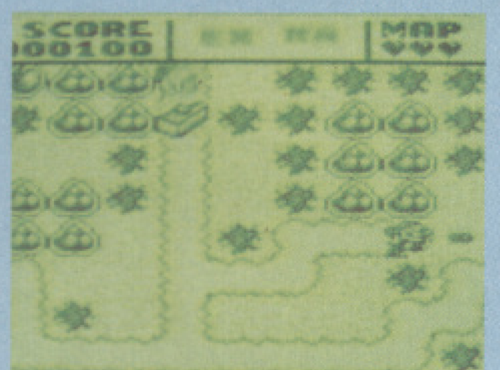
A very original coin-op which along with Dig Dug spawned a whole new genre of underground digging games like Boulderdash.

GAME: Mr Do is trapped underground and must complete each screen by either eating all the strawberries or squashing or shooting all the monsters.

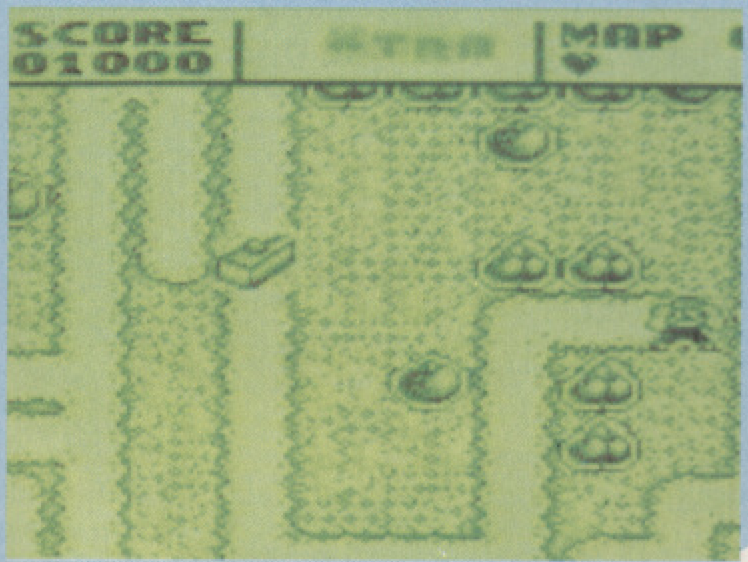








▲ Mr Do can use the apples to crush the marauding maze dwellers but care must be taken because they can also finish you off too!



COMMENT

Players of the original Mr Do! coin-op will be disappointed to find that although this looks and sounds very similar to the coin-op, the programmers haven't quite got the gameplay 100% right - and with a little more playtesting and reference to the original machine it could have been just that. That's not to say it's bad though. Those who don't remember the 1983 coin-op so well will find this a thoroughly enjoyable, fast, frantic and highly addictive game which looks as fresh today as it first did back in '83.

PRESENTATION 89%
GRAPHICS 87%
SOUND 86%
PLAYABILITY 88%
LASTABILITY 83%
ACCURACY TO COIN-OP 80%
OVERALL 86%

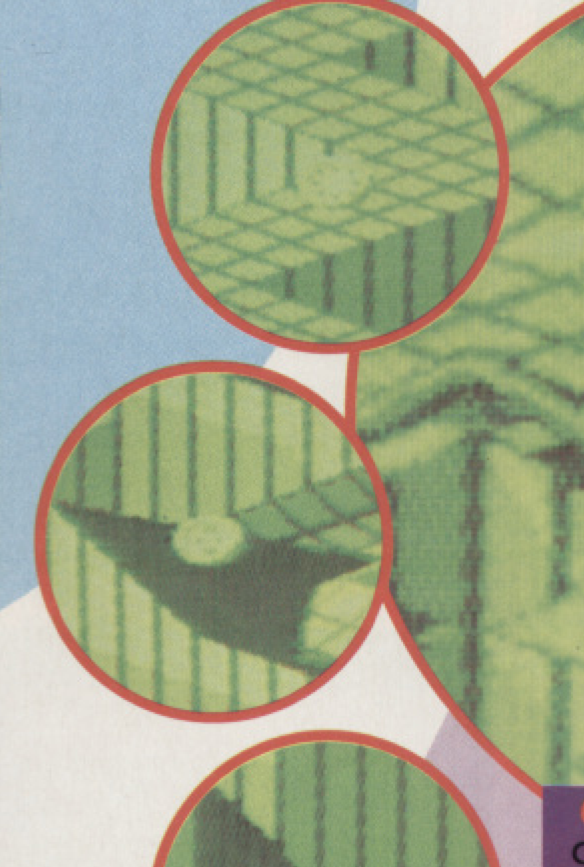
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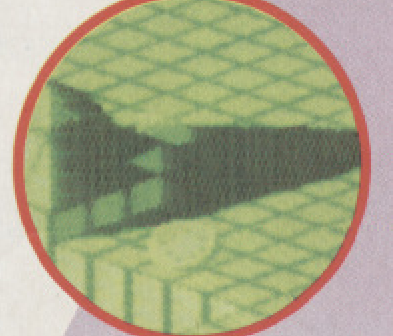
ORIGINAL COIN-OP RELEASE: 1984
ORIGINAL COIN-OP BY: ATARI
ORIGINAL COIN-OP HISTORY:

Yet another rollerball-controlled coin-op, this was the first game to appear on Atari's short-lived System 7 format (Peter Packrat and Indiana Jones and the Temple of Doom were two others). Its amazing graphics and stereo FM sound were revolutionary at the time.

GAME: Guide your marble across six different landscapes before the time runs out.







COMMENT

Outstanding! This is basically a perfect, black and white version of the original machine. All six levels of the coin-op, the graphics and the sound have been squeezed into a Gameboy cartridge to create one of the best arcade conversions around. Okay, so the control method takes a bit of getting used to, but otherwise this is the tops.

PRESENTATION 74%
GRAPHICS 90%
SOUND 86%
PLAYABILITY 90%
LASTABILITY 85%
ACCURACY TO COIN-OP 98%
OVERALL 89%

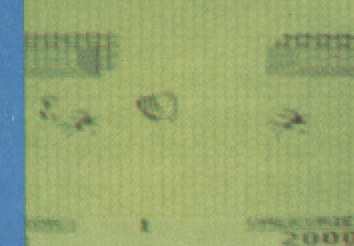
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GAUNTLET

ORIGINAL COIN-OP RELEASE: 1985
ORIGINAL COIN-OP BY: ATARI
ORIGINAL COIN-OP HISTORY:

One of the first four-player coin-ops in history, Gauntlet broke records as the biggest-earning coin-op of its time as players took the role of their favourite character and plundered the never-ending dungeons for treasure.

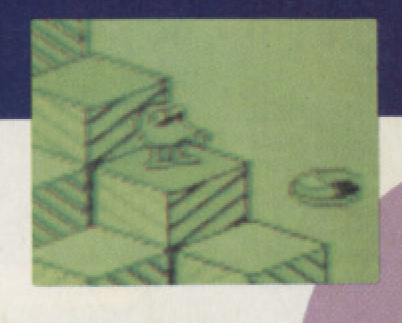
GAME: Enter the scrolling dungeons,blast all the baddies, plunder the treasure and find the exit.

COMMENT

Another incredible conversion from Mindscape!All the graphics, sounds (including sampled speech and noises) and gameplay from the original coin-op have been crammed into this, and the end result is stunning - a miniature black and white Gauntlet coin-op in the palm of your hand. The simultaneous two-player option is the icing on the cake. A must-buy!

PRESENTATION 87%
GRAPHICS 90%
SOUND 96%
PLAYABILITY 93%
LASTABILITY 90%
ACCURACY TO COIN-OP 98%
OVERALL 91%



BY: JALECO
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Q-BERT

ORIGINAL COIN-OP RELEASE: 1983
ORIGINAL COIN-OP BY: COLUMBIA
ORIGINAL COIN-OP HISTORY:

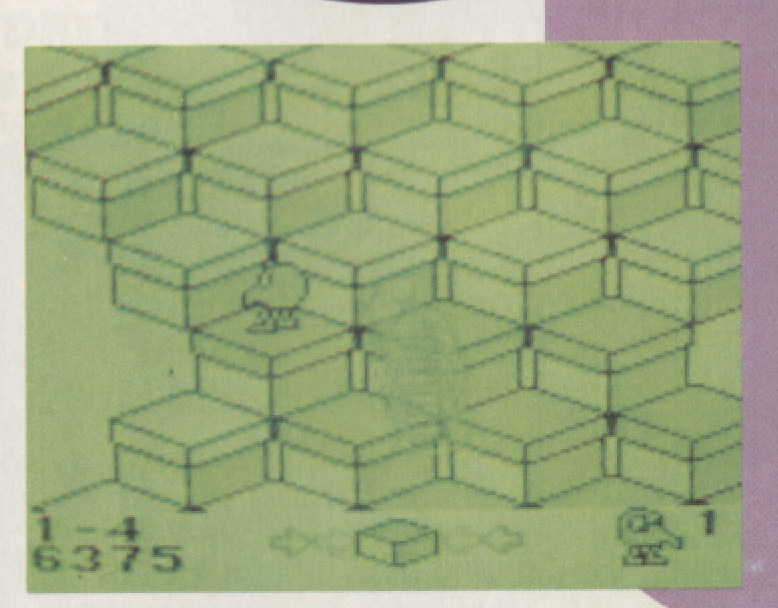
Totallyoriginal in its time, this genre of game became very popular in the early 80's. The format is now being revitalised with Super QBert on the Super NES.

GAME: Jump from one square to anotherand change them all to the right colour to complete the screen. And don't get hit by the baddies!

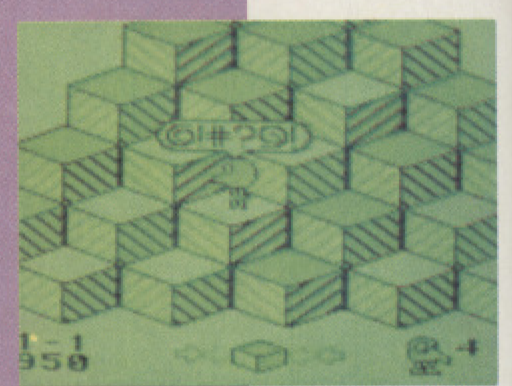
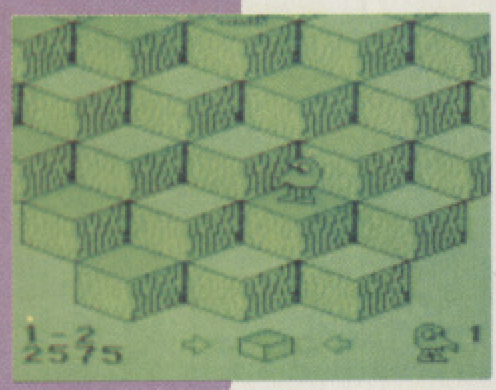
COMMENT

I always loved QBert, and this version isabsolutely superb! The control takes a bit of getting used to (the arcade game had a diagonal 4-way joystick), but once you've got the hang of it, this is an addictive and thoroughly enjoyable game which will keep you at your Gameboy for weeks!

PRESENTATION 89%
GRAPHICS 87%
SOUND 88%
PLAYABILITY 93%
LASTABILITY 89%
ACCURACY TO COIN-OP 91%
OVERALL 90%



▲ The action blurs as Q*Bert leaps to avoid the evil snake.

▲ On later levels, squares require Q*Bert to jump on them upto three times to change them to the correct colour.

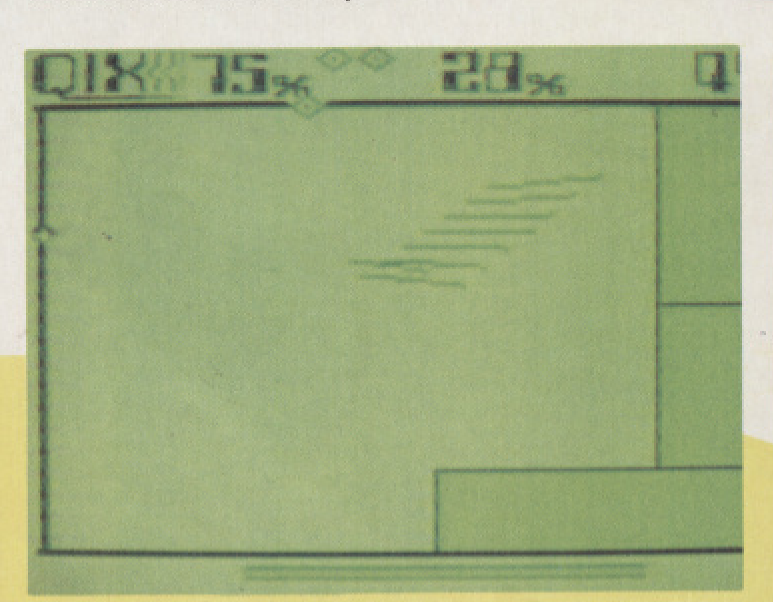
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PRICE: £24.99

QIX

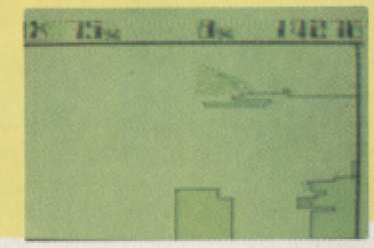
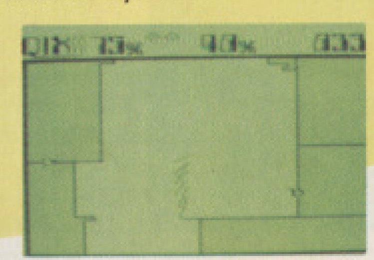
ORIGINAL COIN-OP RELEASE: 1981
ORIGINAL COIN-OP BY: TAITO
ORIGINAL COIN-OP HISTORY:

Critically acclaimed but just too weird for mass appeal, this became a cult hit the instant it was released.

GAME: Complete each screen by filling it 75% or more with your colour before you get knobbled by the Qix.



▲ That load of lines is the Qix. That little blob is you. Weird.

COMMENT

Qix is an original and very weird game, even bytoday's standards. The challenging, but abstract gameplay is very much a matter of taste - some will love it and some will absolutely hate it! Personally I like it, but if you are interested I do stress that you should definitely give it a go before buying.

PRESENTATION 76
GRAPHICS 68%
SOUND 53%
PLAYABILITY 84%
LASTABILITY 78%
ACCURACY TO COIN-OP 92%
OVERALL 81%

BY: TAITO
PRICE: £24.99

CHASE HQ

ORIGINAL COIN-OP RELEASE: 1988
ORIGINAL COIN-OP BY: TAITO
ORIGINAL COIN-OP HISTORY:

An original twist on the racing theme, this first ever police pursuit game caused a mini-sensation when it was released. It spawned a not-too-successful sequel called Special Criminal Investigation.
GAME: Race after an escaping felon in your high-powered sports car and bash him off the road before the time runs out.

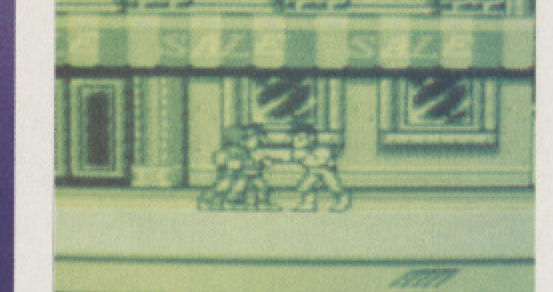


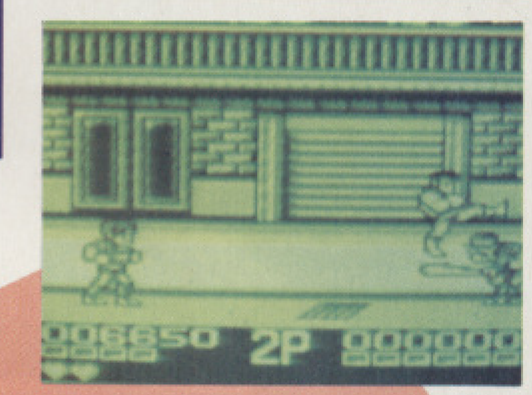
▲ Crap 3D, rubbish handling and poor graphics - Chase HQ!

COMMENT

Unrealistic graphics, awful 3D, hopeless controls and dreadful gameplay make this the crappiest version of Chase HQ I've ever seen. It's almost impossible to avoid cars at high speed and the way the car handles is a joke - it slides off the road at there merest hint of a bend. A dreadful game which should be avoided at all costs.

PRESENTATION 81%
GRAPHICS 45%
SOUND 69%
PLAYABILITY 43%
LASTABILITY 28%
ACCURACY TO COIN-OP 68%
OVERALL 31%





▲ Crap 3D, rubbish handling and poor graphics - Chase HQ!

BY: TRADEWEST
PRICE: £24.99

DOUBLE DRAGON

ORIGINAL COIN-OP RELEASE: 1983
ORIGINAL COIN-OP BY: TECHNOS
ORIGINAL COIN-OP HISTORY:

A milestone inbeat 'em ups, Double Dragon spawned a million clones with its revolutionary two-player action and never-before-seen moves.
GAME: Billy (and Jimmy if you play twoplayers) must travel to the bad side of town, take on a huge gang and rescue their pal. It's combat all the way.

COMMENT

Double Dragon is a great little game and looks,sounds and plays just like a miniature version of the arcade machine. Yes, there are a few differences, but with its simultaneous two-player option and tough opponents, this is one which beat 'em up fans will certainly enjoy - although it must be said that Double Dragon II offers even better thrills and spills!

PRESENTATION 81%
GRAPHICS 80%
SOUND 86%
PLAYABILITY 89%
LASTABILITY 79%
ACCURACY TO COIN-OP 86%
OVERALL 83%

BY: TRADEWEST
PRICE: £24.99

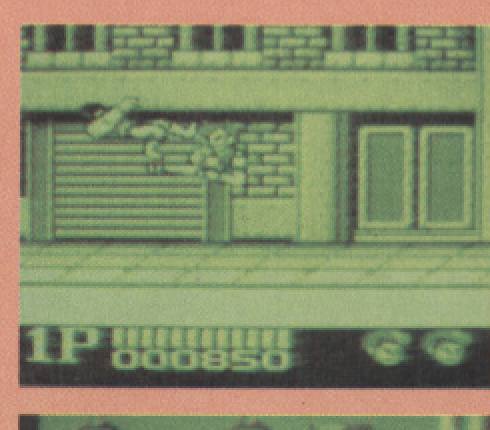
DOUBLE DRAGON II

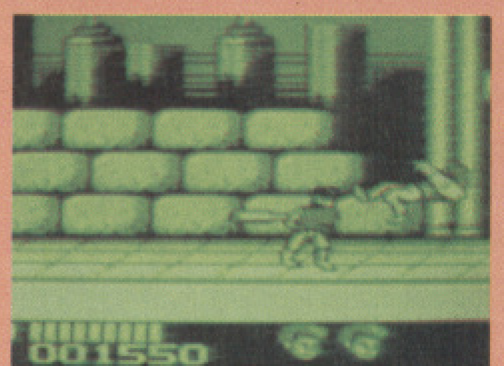
ORIGINAL COIN-OP RELEASE: 1986
ORIGINAL COIN-OP BY: TECHNOS
ORIGINAL COIN-OP HISTORY:

Unfortunatelythis sequel was far, far too similar to its predecessor to make any sort of impact. It also looked very dated, especially since beat 'em ups had evolved a long way even in that short space of time.
GAME: Like the original, only this timeBilly and Jimmy's pal is dead and it's vengeance they're after.



▲ Cr- Chase HQ!

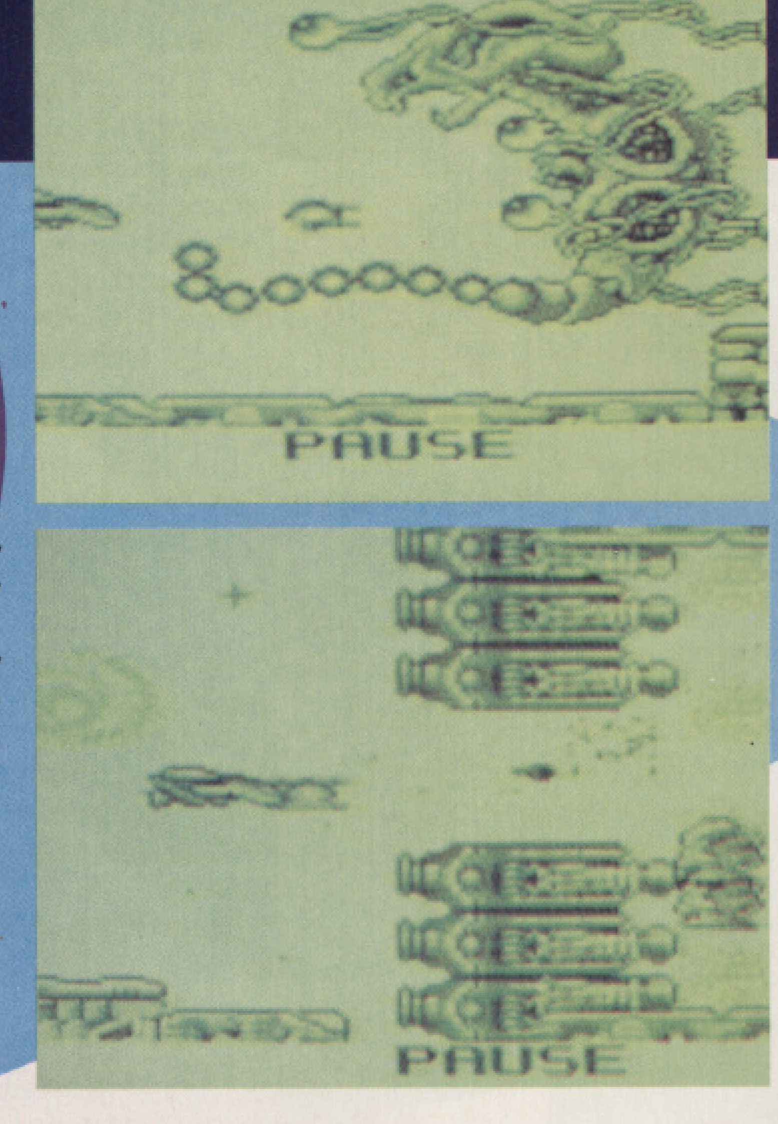


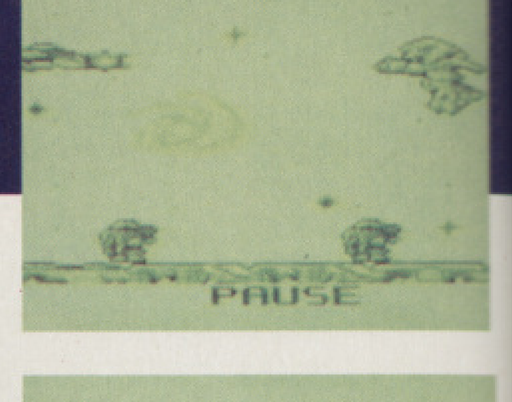


COMMENT

Even better than the original, with better graphics, sound and gameplay all conspiring to provide the best beat 'em up challenge yet seen on the Gameboy! There's little else to say, really, except that if you're a fan of combat games, this is an essential purchase.

PRESENTATION 88%
GRAPHICS 87%
SOUND 88%
PLAYABILITY 90%
LASTABILITY 87%
ACCURACY TO COIN-OP 84%
OVERALL 88%







▲ The start of level one sees the R-Type ship blasting its way through hordes of rather small and uninteresting baddies.

BY: IREM
PRICE: £24.99

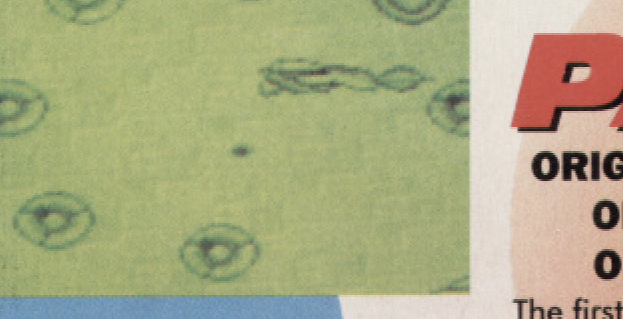
R-TYPE

ORIGINAL COIN-OP RELEASE: 1986
ORIGINAL COIN-OP BY: IREM
ORIGINAL COIN-OP HISTORY:

Although thehorizontally scrolling shoot 'em up format was nothing new, R-Type's fantastic, gory graphics and stunning gameplay guaranteed it instant classic status.

GAME: Guide your R-9 fighter against themighty Bydo Empire in this horizontally scrolling progressive shoot 'em up.





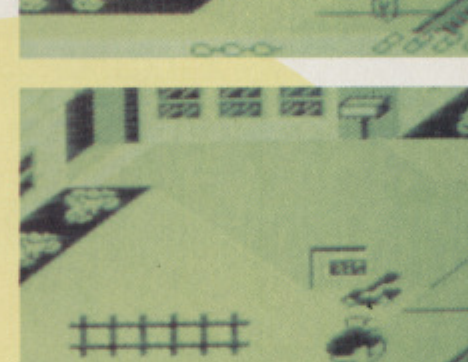
▲ The R-Type must blast the hollow orb in order to send this ring of rascals on their merry way.

COMMENT

Unbelievable! Despite one or two compromises,this is as close a version of R-Type as you could possibly wish for. Occasionally things get a bit blurry, but otherwise this is superb, packing all the challenge, addiction and features of the original coin-op. Even the music is the same! A must for shoot 'em up fans.

PRESENTATION 78%
GRAPHICS 93%
SOUND 90%
PLAYABILITY 95%
LASTABILITY 92%
ACCURACY TO COIN-OP 92%
OVERALL 93%





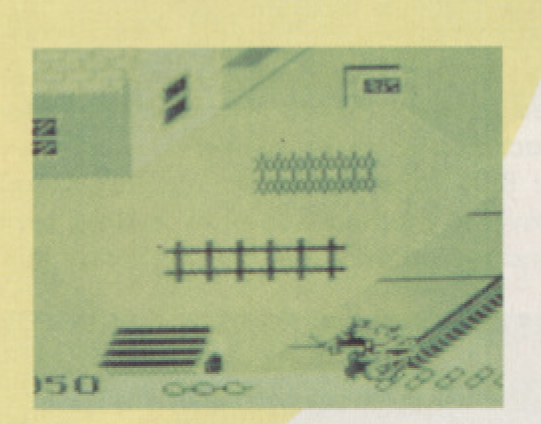
BY: MINDSCAPE
PRICE: £24.99

PAPERBOY

ORIGINAL COIN-OP RELEASE: 1984
ORIGINAL COIN-OP BY: ATARI
ORIGINAL COIN-OP HISTORY:

The first (and probably the last) arcade game to use BMX handlebar controls, this graphically stunning diagonally scrolling deliver 'em up was quite a sensation in its day.

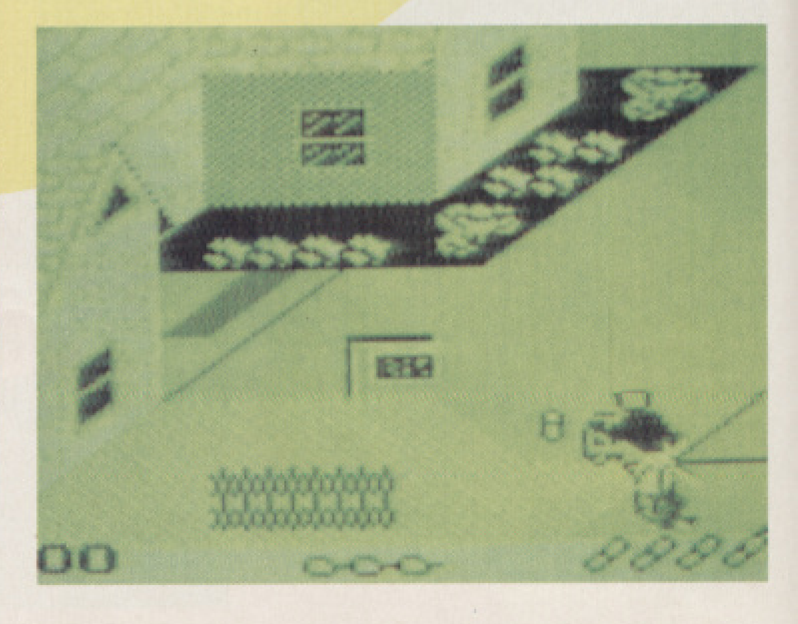
GAME: Hop on your bike and battle your way through the weirdest, most hazard-packed paper round in existence!



COMMENT

Blurry graphics and poor collision detection ruin this otherwise admirable attempt at converting the brill coin-op. The presentation is just like the original machine, but on later levels spotting hazards and acting quickly and precisely to avoid them is frustratingly difficult, consequently, playing the game becomes a chore rather than fun.

PRESENTATION 87%
GRAPHICS 65%
SOUND 69%
PLAYABILITY 65%
LASTABILITY 51%
ACCURACY TO COIN-OP 82%
OVERALL 59%



BY: TAITO
PRICE: £24.99

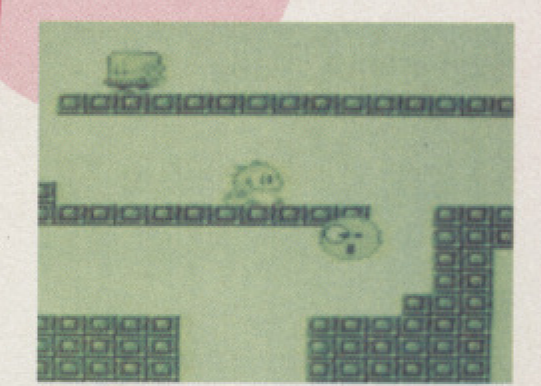
BUBBLE BOBBLE

ORIGINAL COIN-OP RELEASE: 1985
ORIGINAL COIN-OP BY: TAITO
ORIGINAL COIN-OP HISTORY:

A real culthit, this two-player super-cute game was quite a rarity in UK arcades but wherever it appeared it was massivelysuccessful. It spawned two sequels, Rainbow Islands and Parasol Stars.

GAME: Guide Bub and Bob through 100levels of bubble-blowing action, blat the baddies and beat Baron Von Blubba in order return to human form.

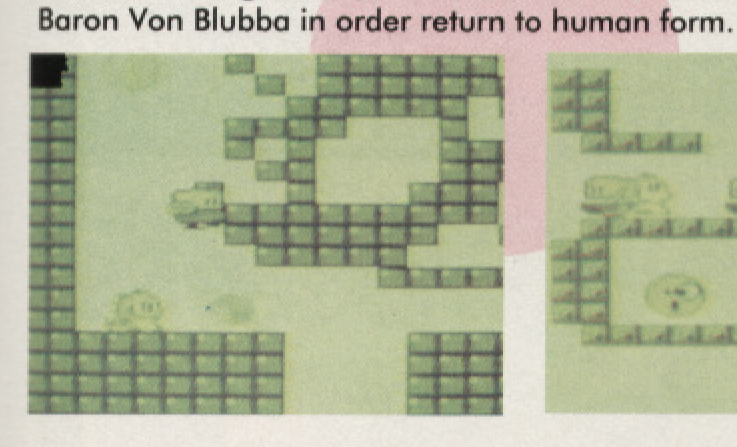
▼ Encapsulate Von Blubba's minions in your bubbles and burst them quickly for maximum point-related malarkey.

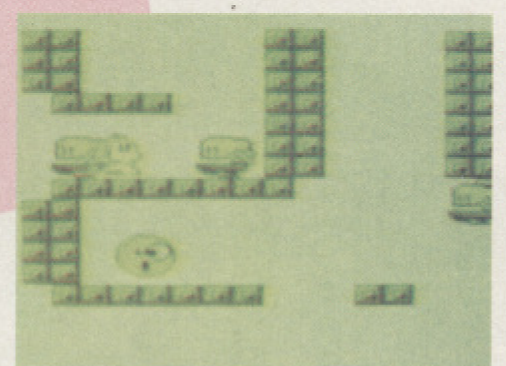


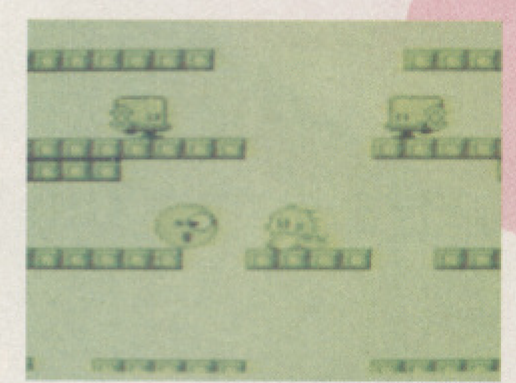
COMMENT

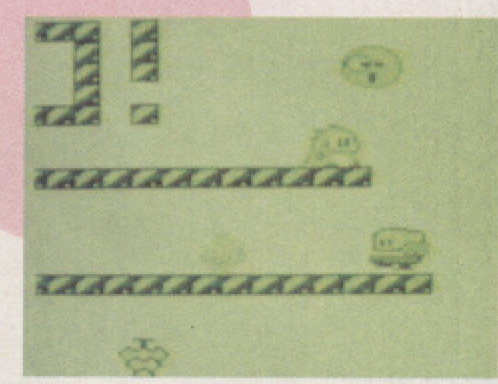
Although the screen layouts have been tweaked for Gameboy, this basically plays exactly the same as the arcade game and provides much addiction and challenge. My only gripe is that you have to set the screen quite dark to see the very pallid balloons. Other than that this is highly recommended - especially with two players!

PRESENTATION 80%
GRAPHICS 89%
SOUND 86%
PLAYABILITY 93%
LASTABILITY 90%
ACCURACY TO COIN-OP 84%
OVERALL 91%









BY: IREM
PRICE: £24.99

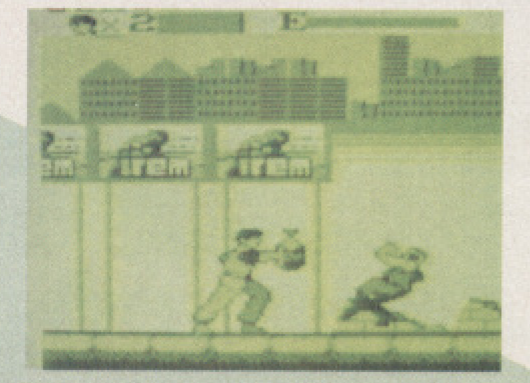
KUNG-FU MASTER

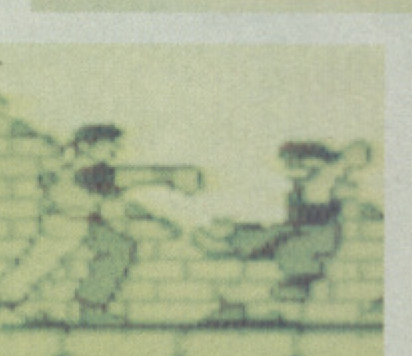
ORIGINAL COIN-OP RELEASE: 1982
ORIGINAL COIN-OP BY: IREM
ORIGINAL COIN-OP HISTORY:

The first horizontally scrolling beat 'em up ever, this popular game was responsible for a whole new genre. Without this, games like Final Fight would never have been invented!

GAME: Travel the horizontally scrolling landscape and beat up everything that gets in your way.



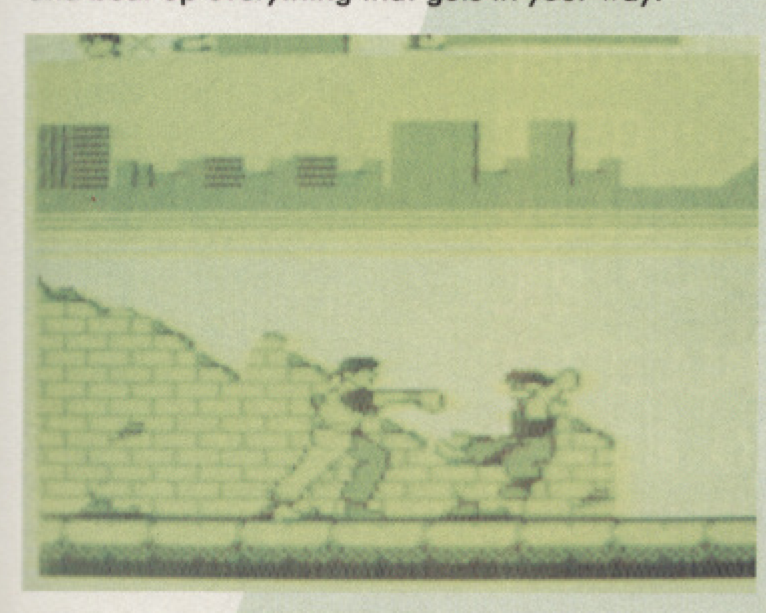




COMMENT

Ugh! The fact that this looks nothing like the coin-op can be forgiven, because it plays in a very similar way. But what can't be forgiven is that on the top difficulty setting it took me 15 minutes to finish the game. Pathetic! Unless you're a complete gaming nancy trying to make yourself look hard by completing this hopelessly pansy, feeble beat 'em up, avoid this at all costs.

PRESENTATION 73%
GRAPHICS 67%
SOUND 54%
PLAYABILITY 35%
LASTABILITY 12%
ACCURACY TO COIN-OP 63%
OVERALL 17%





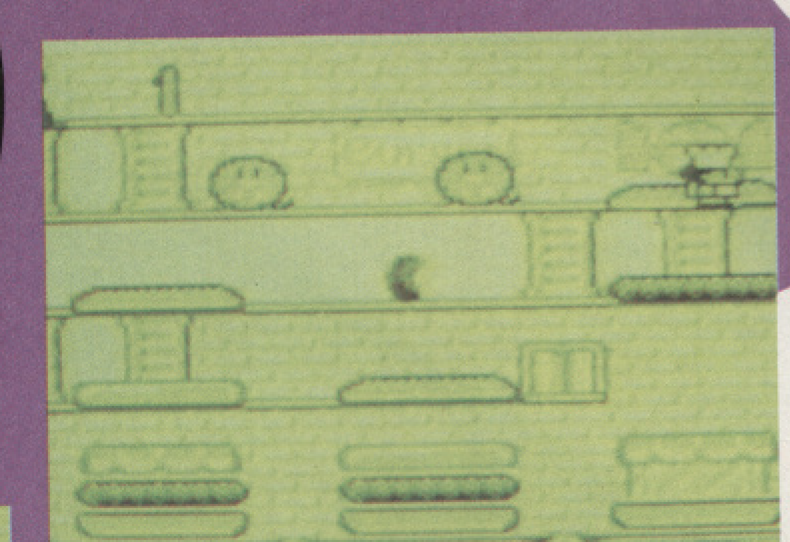
BY: DATA EAST
PRICE: £24.99

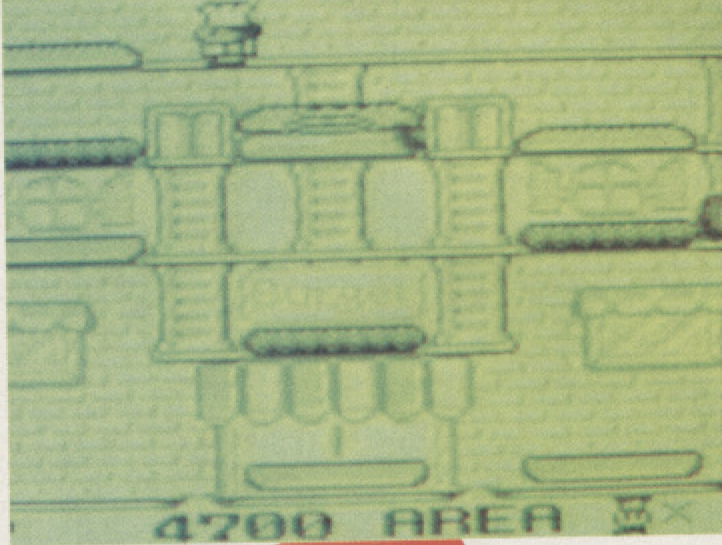
BURGERTIME

ORIGINAL COIN-OP RELEASE: 1991
ORIGINAL COIN-OP BY: DATA EAST
ORIGINAL COIN-OP HISTORY:

The originaland highly popular Burgertime appeared in 1981 and isbasically very, very similar to this new souped-up versionwhich was released last year.

GAME: Make giant burgers and avoid thebaddies in this very weird platform game.





COMMENT

This is more of a cross between the originalBurgertime and Burgertime Deluxe than a full blownconversion of the latter. And I love it! The game start-sout easy, but on later levels the going is really manicand you have to really think to make sure you squash allthe ingredients into the burger without getting trapped.If you're after a very jolly platform jape, this is wellworth looking out for.

PRESENTATION 86%
GRAPHICS 89%
SOUND 81%
PLAYABILITY 92%
LASTABILITY 88%
ACCURACY TO COIN-OP 89%
OVERALL 90%

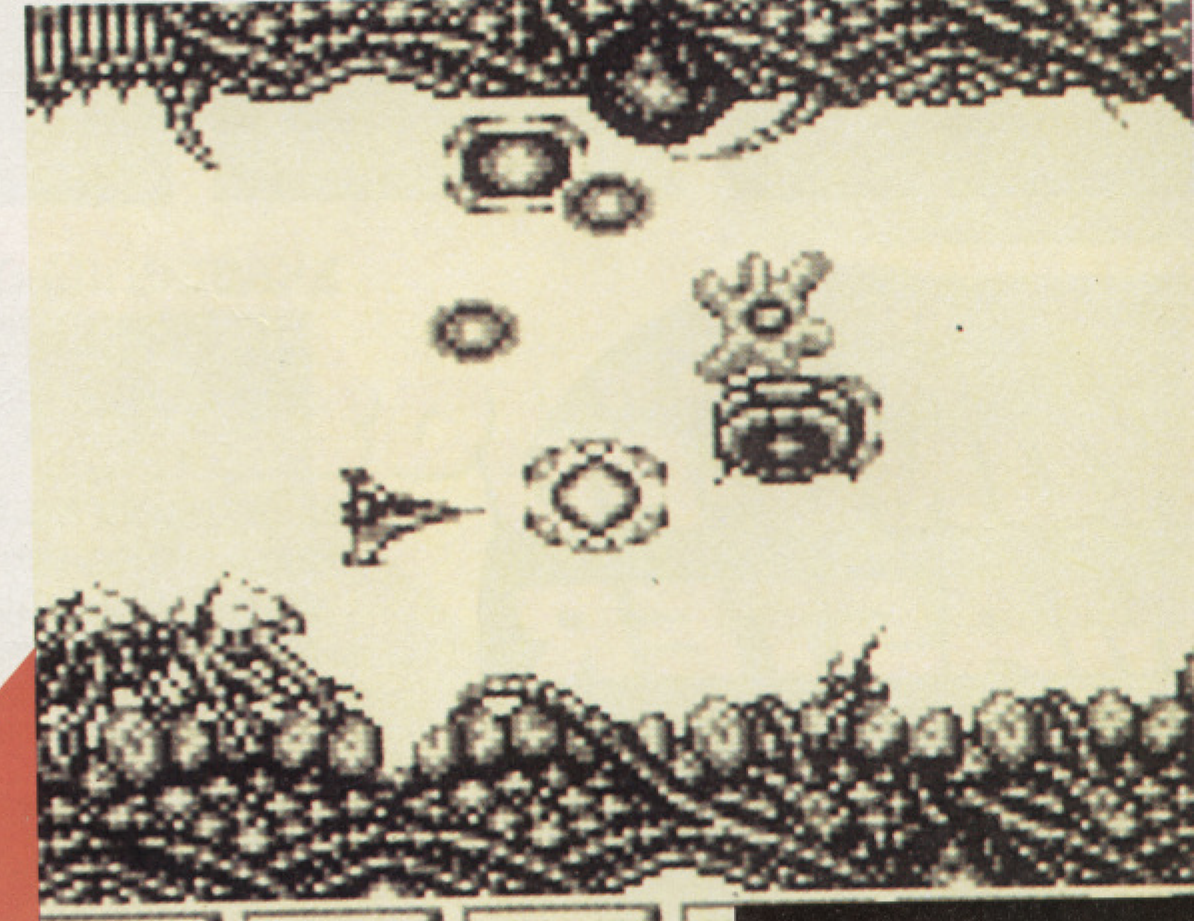
BY: KONAMI
PRICE: £24.99

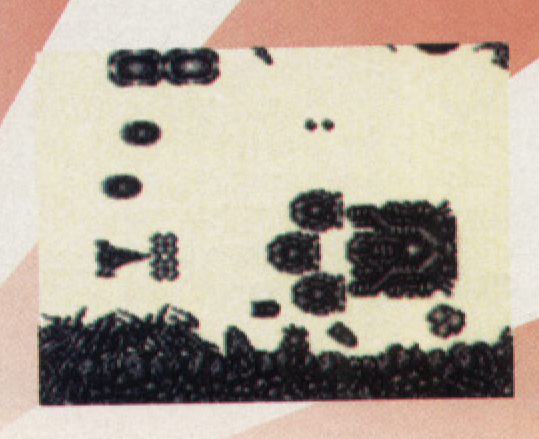
NEMESIS

ORIGINAL COIN-OP RELEASE: 1982
ORIGINAL COIN-OP BY: KONAMI
ORIGINAL COIN-OP HISTORY:

Nemesis is a milestone in the history of shoot 'em ups, being the first ever to introduce proper power-ups and multiple weapons.

GAME: A traditional horizontally scrolling shoot 'em up - pick up the power-ups and blast every-thing that gets in your way!





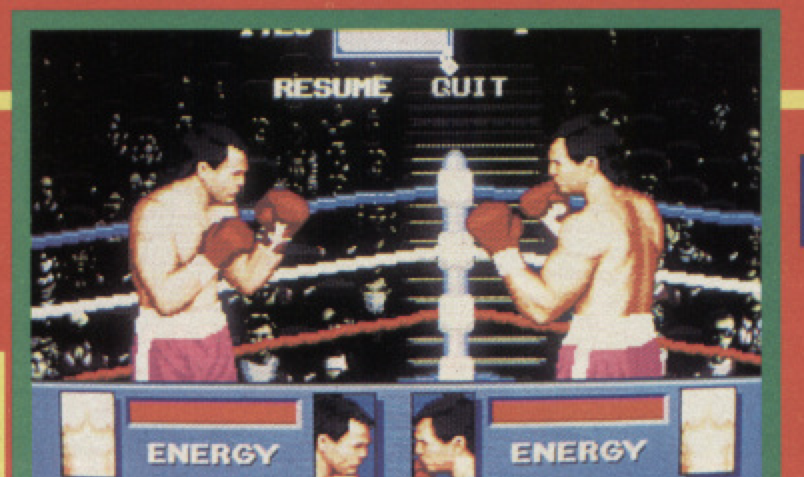
COMMENT

An excellent blaster which com-bines highly challenging game-play with great graphics and sounds. Alongside R-Type, this is one of the best blasters around - if you're a shoot 'em up addict, this is well worth tak-ing a look at.

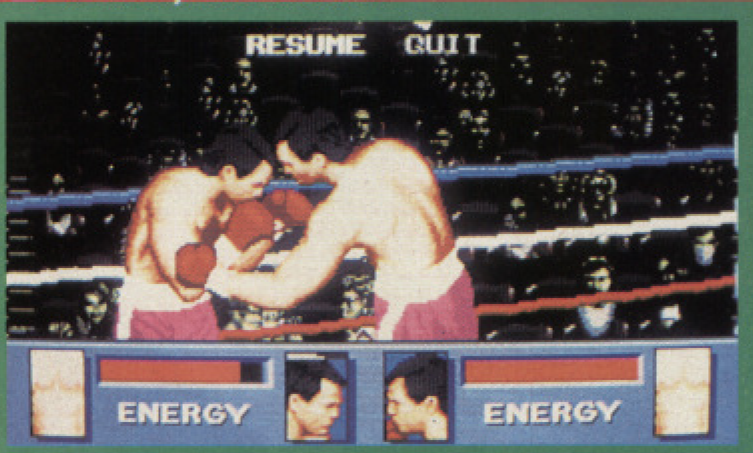
PRESENTATION 77%
GRAPHICS 80%
SOUND 82%
PLAYABILITY 85%
LASTABILITY 81%
ACCURACY TO COIN-OP 83%
OVERALL 82%



MEGADRIVE REVIEW



▲ *A family feud face-off.*



▲ *Go on son, into him!*

Ladies and gentleman, it's time for the main event of the evening! In the red corner, a man with biceps the size of Bournemouth, and in the blue corner a man with muscles in places most men don't have places! The intention of these two meatheads is to beat each other into unconsciousness!"

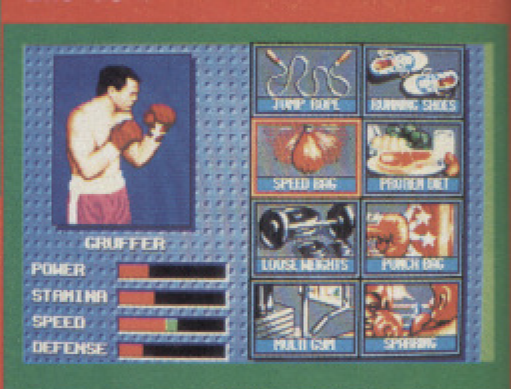
This is the mad sport they call boxing, and while most people are boxing fans, few envy those two souls in the ring, doing their utmost to give their opponent a dusting. But Megadrive owners now have the chance to wallow in the thrill of the sport, but avoid the pain of it. Evander Holyfield's "Real Deal" Boxing casts the player as one of the contenders for the world's number one. Players choose to play as a boxer who has already established a ranking, or kick off a new boxing career by creating their own player. There are 29 opponents to choose and each of them has their strengths and weaknesses. To prove a formidable opponent, a player has to develop impenetrable blocking, a strong left and right hook, and a powerful uppercut. The number of rounds is a matter of choice, but only experienced fighters are able to go the distance. The ultimate challenge is beating Evander Holyfield himself. Until then, eat six raw eggs and a 14oz steak for breakfast, grab that frozen chicken from the freezer, hang it on a rope and punch away! Seconds out, round one!

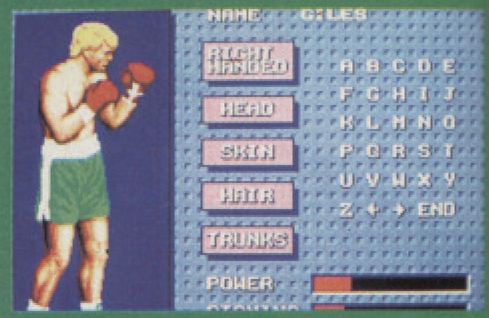
DUCKING AND A DIVING

If a player wants a crack at the title he's going to need plenty of practice in the ring. Becoming dangerous in attack and impenetrable in defence takes time to master. The left and right hooks to the head and body needs timing well if a player is to catch his opponent off guard. Using the upper cut works most effectively when a player is in a ducking position. Blocking an opponent's furious assaults relies on anticipating his moves and preparing early. Total concentration is necessary to avoid hitting the deck.

RISING UP

If you don't like the look of any of the boxers in the exhibition mode, it is possible to create your own by choosing to start a new career. On the fashion front, this option gives you the chance to chose the colour of your boxers trunks, skin and hair. More important decisions involve whether or not to be left or right handed (this determines which arm is stronger), and what abilities (stamina, speed, power and defence) deserve the most attention.

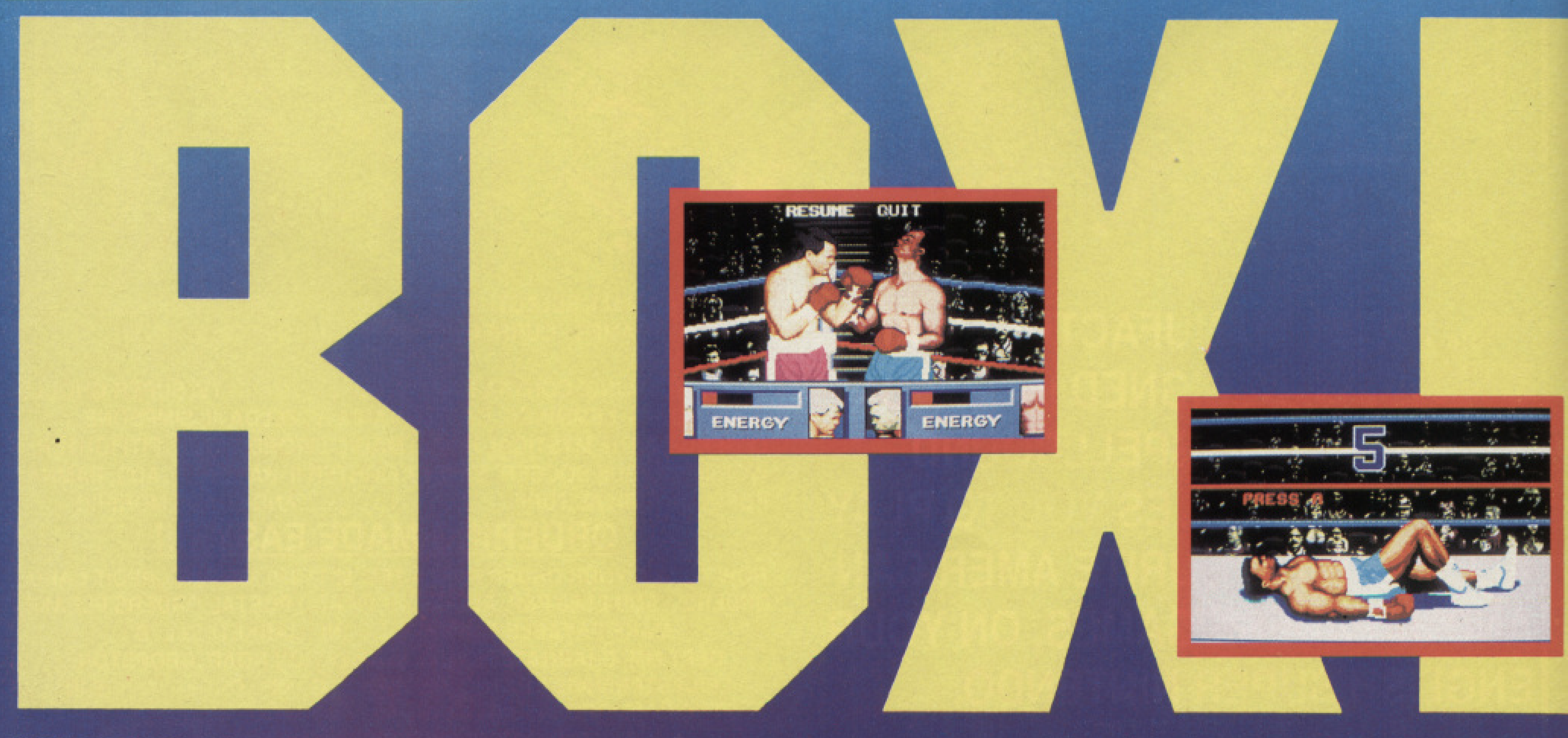




▲ *Boxer building baboonery.*



EVANDER HOLYFIELD'S "REAL DEAL BOXI





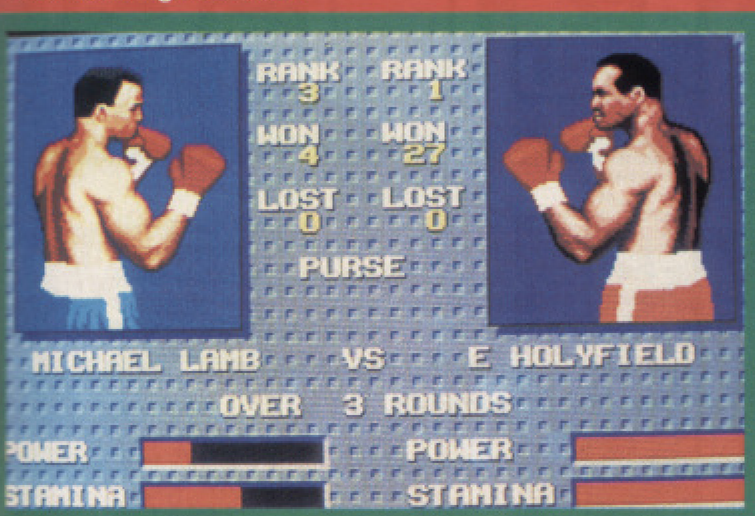




▲ *Fierce A button pressing revives him.*

IT'S A KNOCKOUT!

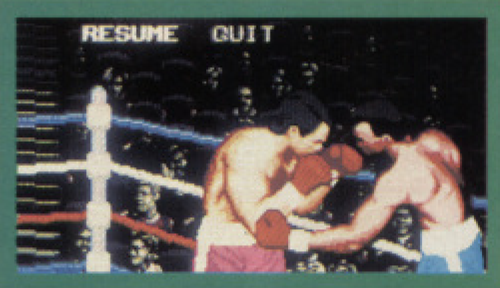
If things take a turn for the worse, and energy levels are falling fast, a punch to the head leaves a player dazed on the floor. But knockouts don't have to mean defeat. If a player presses the A button fast enough he restores energy, and this gives him the chance to carry on. If his button bashing isn't fast enough though, the fight is over, and he is left with tweeting birds circling his head.



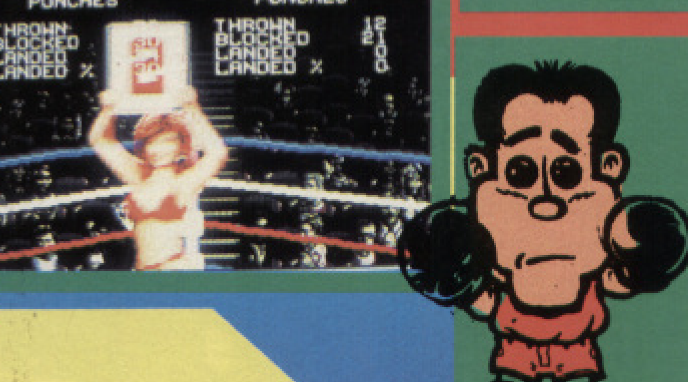


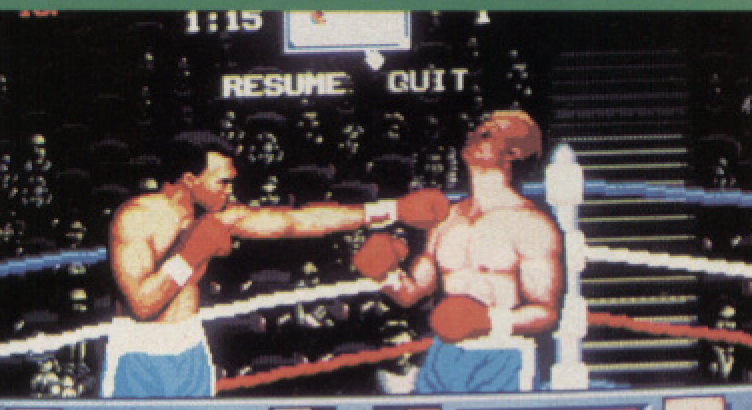
ENERGY

The on screen stats display the boxer's energy levels. Every time he sustains a hit it is reduced, but spending time effectively blocking causes it to rise again. Also displayed is an indicator showing the extent of injury to head and body. If an opponent's indicator shows signs of extensive head damage it is worth hitting him there because he is more vulnerable. Watch your own indicators though to make sure you don't end up with the cauliflower ears!



▲ *The Iceman puncheth!*







▲ *A tooth-loosening left jab. Ooyah!*



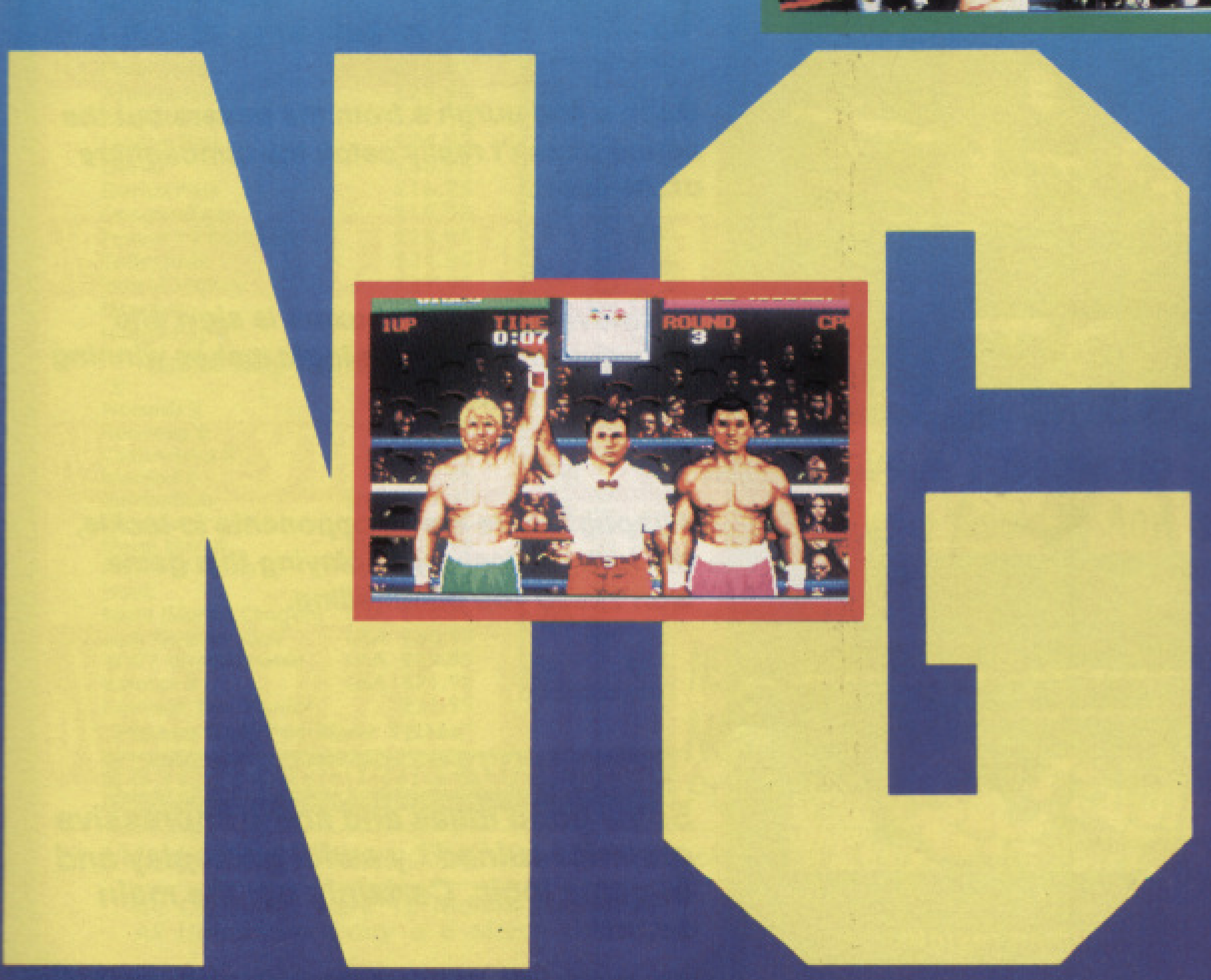
▲ *Dynamite Don's stats of doom.*

COMMENT



ROB

The screen shots make this look like a very impressive boxing sim, Unfortunately only the graphics fulfill their potential. The animation is very poor, and the stuttering punches make these boxers look more like characters out of a Madness video! There is no sense of flow whatsoever, which defeats any sense of realism created by the graphics. The action is so slow, I started wondering whether the fighters had been drugged! It's more like they're contemplating chess moves rather than laying punches! Much of the fault for this can be blamed on the lack of responsiveness in the joypad. This causes immense frustration when you've got an opponent on the ropes with the intention of finishing him off, but the inability to pull off fast punches prevents you from doing so. There are also some problems with the game logic, which means continuously applying a certain routine always floors your opponent. Thus the two-player option, which is usually a source of amusement, fails to satisfy. What this game has got in its favour is an excellent range of options, especially the idea of creating a player and building up his various skills. But that's why I found the poor standard of playability such a disappointment. Boxing it might be, but a knockout it certainly isn't!

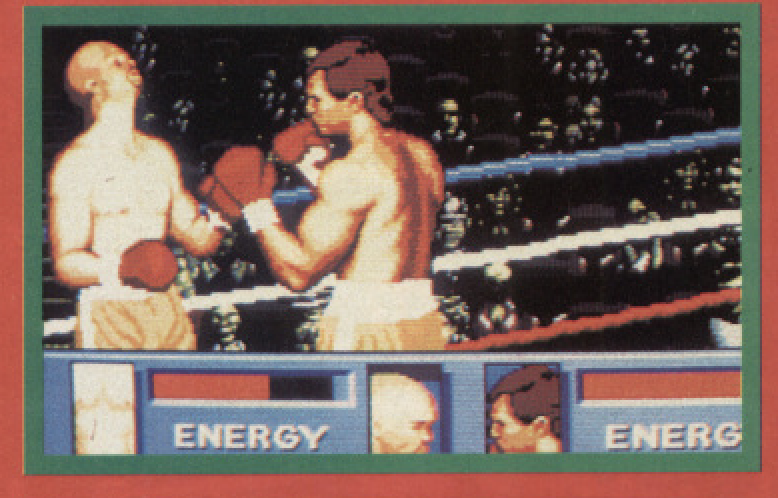




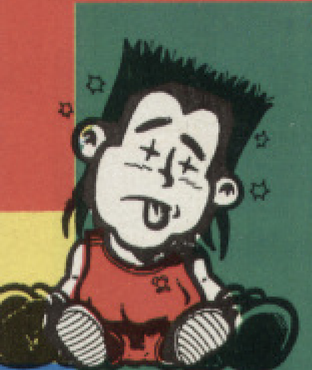
REVIEW



▲ *The slaphead gets a good slapping!*

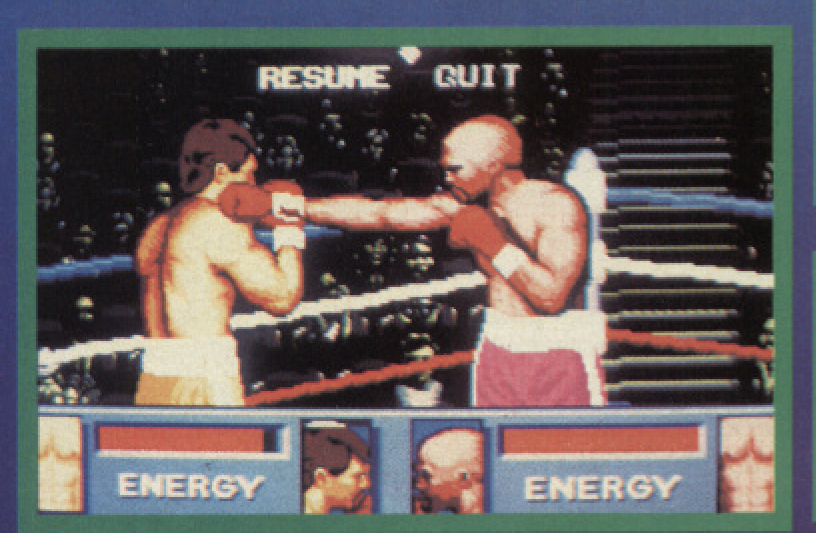


COMMENT



JULIAN

If the gameplay matched the same standards of the graphics, this would be a winner. Sadly, though, the most impressive thing about this is the still screenshots. The animation of the boxers is poor (they look more like they're fawning over each other than punching), the joypad response is treacle slow and the game logic leaves the computer boxers with glass jaws - a few sessions is all you need to come up with a winning move that's guaranteed to beat each boxer every time. The presentation may be stunning, but my advice to boxing fans is to wait and see what George Foreman's and Mohammed Ali's boxing games are like before even thinking about buying this.



▲ *Ray wipes the smile off Stavros' face.*



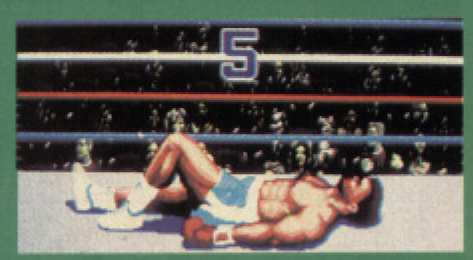
DEDICATION

Every rookie to the ring needs dedication if they are to make a worthy challenger for the title. If a boxer wants to improve his stamina, speed, power and defence he has got to go about his training in the right way. Before a fight, players are able to choose three items from a possible eight. Each item chosen improves one or more aspects of their abilities. To improve stamina it is worth picking the jump rope or running shoes. The protein diet is beneficial all round, and sparring sharpens up defensive reflexes. Excellence in all aspects of boxing makes for the most accomplished performer.

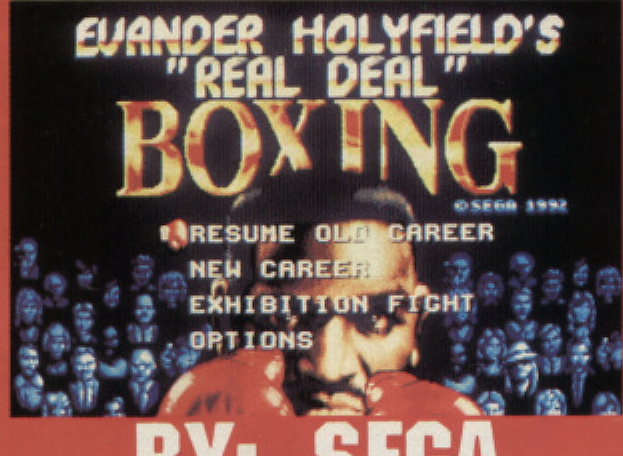








▲ *The Iceman resteth.*

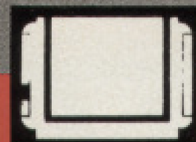


BY: SEGA

PRICE: £49.99

RELEASE DATE: AUGUST
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: POOR







PRESENTATION 90%

An excellent range of options, including a save option for home-made boxers. There's a two-player mode too.

GRAPHICS 78%

Superbly drawn sprites and backdrops let down greatly by the poor animation.

SOUND 72%

Ooph's and uurgh's from the boxers but the sound doesn't really catch the atmosphere of the sport.

PLAYABILITY 53%

The movement of the boxers is slow and awkward, and the game logic makes winning a matter of routine.

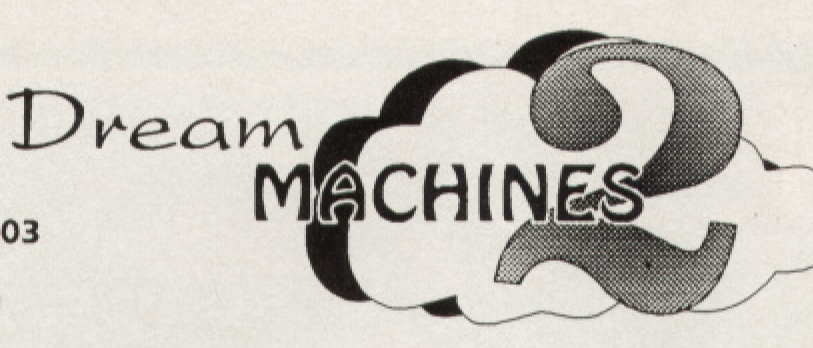
LASTABILITY 49%

Although there are 29 opponents to tackle, the lack of pleasure in playing this game won't keep you pummelling.

OVERALL 52%

Some good ideas and some impressive graphics ruined by awful gameplay and in-game logic. Certainly not the main event!

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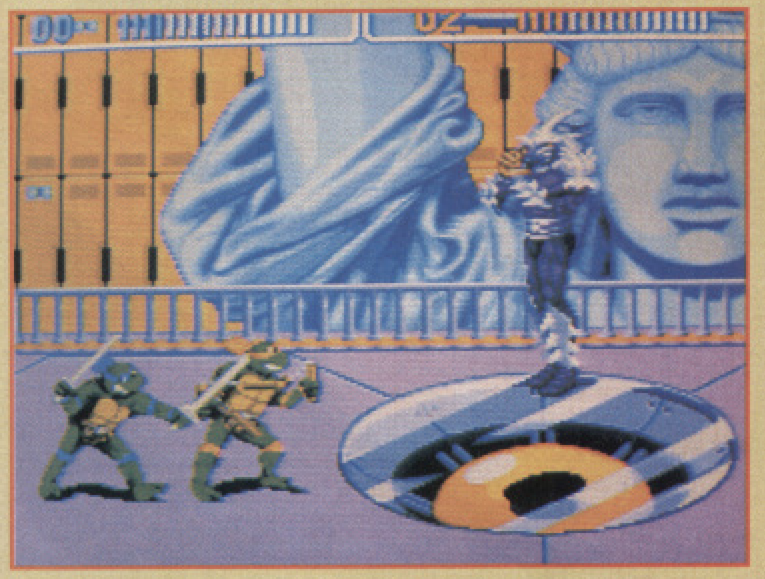
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If you were one of those people who thought the Turtles had disappeared simply because they were unfashionable and nobody liked them anymore, here is final proof of your mistakery. In fact, the four amphibian assassins have been on a misadventure through time and space and have only just returned to present day Earth. Of course such popular characters would never just duck out of the limelight deliberately, and responsibility for their absence rests solely on the shoulders of the nefarious Shredder. The spiky armoured one (remember him?), in an obvious fit of jealousy banished the team to the Prehistoric Era. The only way our heroes can escape is by finding and defeating the epitome of evil for that time period. Should they do this they are warped a little closer to their home time. Naturally, all the green-skinned wonders' Ninja prowess is put to the test in this horizontally scrolling beat 'em up, but with turtle power on their side, how can they fail?





▲ Do Krang's antics mean turtle soup for tea?!



▲ Fight for truth, justice, and half-shells.



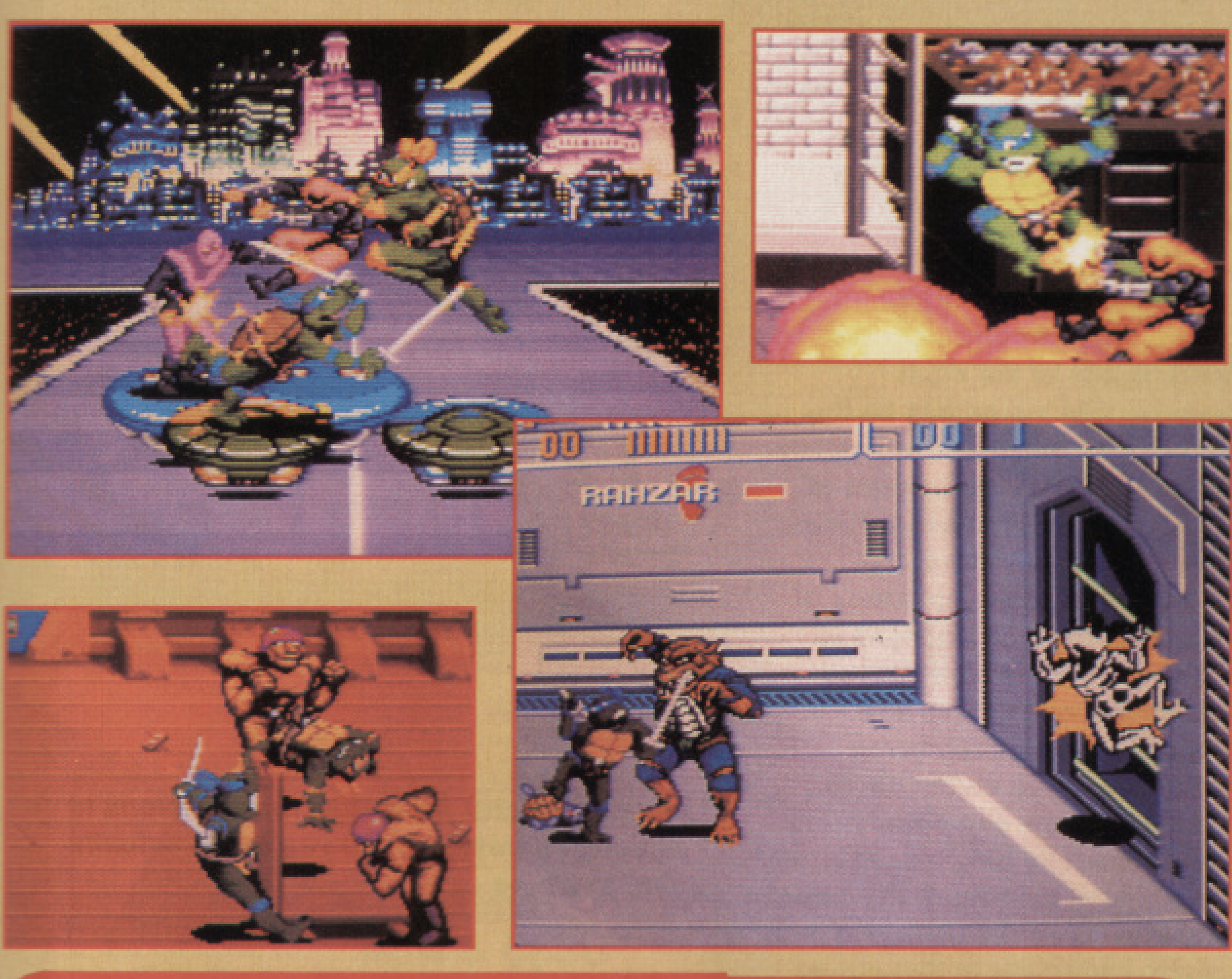
▲ The brothers hot-foot it Shredder! Ooww!

SEWER SURFARI

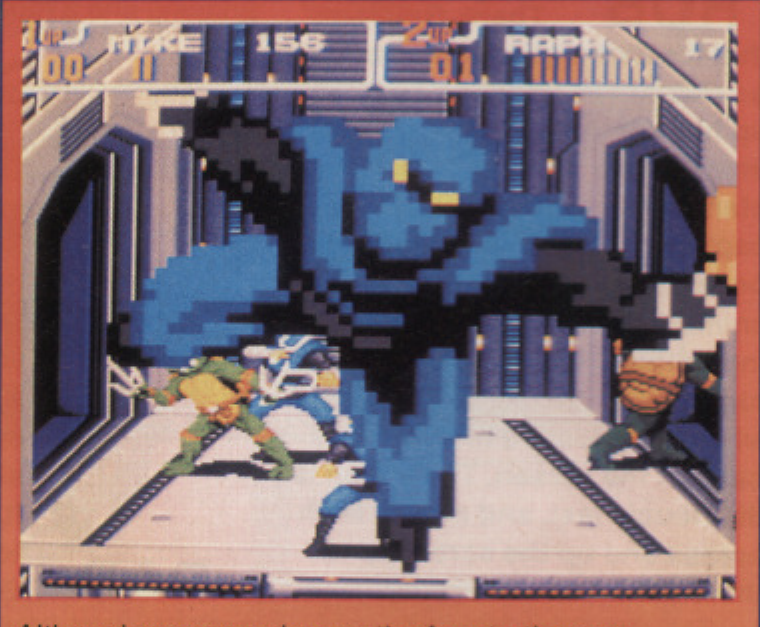
The Turtles' passion for surfing makes itself evident in two levels of the game. In the first section, the characters leap on their over-sized ironing boards for a spot of hanging ten on a horizontal plane, whilst being attacked by sewer-dwelling aliens and deck-riding Foot soldiers. The second surf section takes a break from the regular perspective of the game, being viewed from a behind-the-turtle point, like in F-Zero. Once again, battling enemies at high speed is the order of the day, although negotiating the sewer itself adds a little extra challenge.







TWIN TURTLE ACTION



Although everyone knows the four turtles are inseparable, joypad port restrictions mean that only two turtles can venture out at a time on the SNES. Still, all four turtles are there for selection so you need never be without your fave amphibian (unless a second player has already selected him). The moves for the turtles are all fairly similar, comprising of regular attacks, throws, leaping kicks and "floating" attacks, where the leaping descent of the turtle is slowed whilst they perform a powerful attack. Each member of the group also has their own special move which varies from a leaping lariat with the Nunchaku to a comparatively normal jumping snap kick. By far the most impressive move however is one which causes your turtle to grab his opponent and fling him seemingly out of the screen, treating you to a view of the hapless Foot soldier flying in the direction of the player!

TWIN MODES

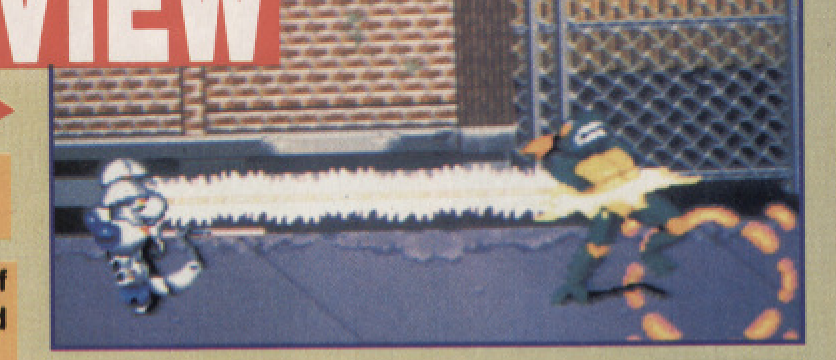
If the standard beat 'em up format loses its appeal for you at any time, TMNT IV has another two modes of play to rekindle your interest. The first, Time Trials, pits a single player not only against the might of the Foot clan but also against the clock. Screens from each level are played out in turn, with the object being to complete the level in record time. The second alternative mode plays two human-controlled turtles against each other in a sewer duel refereed by Splinter! The turtle who wins the best out of three here is proclaimed victorious.





▲ *The Turtles teach an alien how to surf.*

A shock from a mischievous metal head.



COMMENT



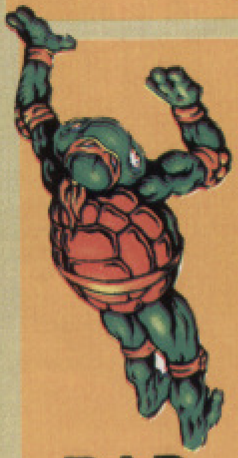
ROB

After the hype of the film had died down I was hoping I'd never have to lay eyes on those green shelled gits again. But here I am, reviewing a game swarming with the fab four. Thank God then that it's damn good. What would be classed as a regular beat 'em up has some dazzling features. Immediately noticeable is the standard of the graphics which capture the spirit of the cartoon perfectly. So does the animation, employing some incredible effects, including highly entertaining moments when enemies are thrown beyond the screen. The action is deliriously fast, and moves both across and up the screen, and there are no end of enemy sprites attacking from all directions. And before SNES owners start worrying about the possibility of slowdown, I can say that I didn't notice any. I also liked the inclusion of the time trial and one on one options which give TMNT a bit more depth. At the same time though I'd agree with Rad that because the beat 'em up action is much the same all the way through, things can get a bit routine even in two-player mode. But this aside, TMNT makes one of the best beat em' ups around. Just don't expect me to shout "Cowabunga" Ok? Aaaagggh! I just did!

TWIN VIEW

TMNT IV can be viewed in two colour modes, Cartoon and Comic. Cartoon mode sees the world of the turtles the way most people will know it, as a bright and airy cartoon. The second mode uses the more sombre palette of the original comics, with stronger shading and a more grim atmosphere overall.

COMMENT



RAD

TMNT IV is one of the most impressive looking games on the SNES yet. The detail and animation on the sprites plus the amount of attention put into the backgrounds is stunning. What's more, the SNES manages to animate tons of sprites at a time with no signs of slowdown. TMNT is also packed full of humourous details and touches that make even being severely beaten up enjoyable (if you like that sort of thing). On the gameplay front, the programmers have thankfully only loosely based the game on the dismal coin-op of the same name and have utterly revamped the gameplay, making it a proper laugh, especially in two-player mode. However, there are some clouds looming over the daintily coloured horizon that is TMNT IV. The main problem is that it's all pretty much the same all the way through, so once you get about three quarters of the way through the game your attention starts to wander. The other problem is that it's easy, and experienced players should beat it after a couple of days. However, the two bonus games combat the problem of tedium slightly. If you're likely to have a second player around all the time and fancy some groovy beat 'em up thrills, this is definitely a title to seek out. Sadly, lonesome players should think about renting it for a weekend before purchasing TMNT.

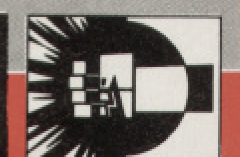


The Turtles try to make crocodile tears.



BY: KONAMI
PRICE: £39.99
RELEASE DATE: AUGUST
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GREAT

1-2 PLAYERS



PRESENTATION 96%
Loads of options, intros and intermissions to keep you interested when you're not actually doing anything.

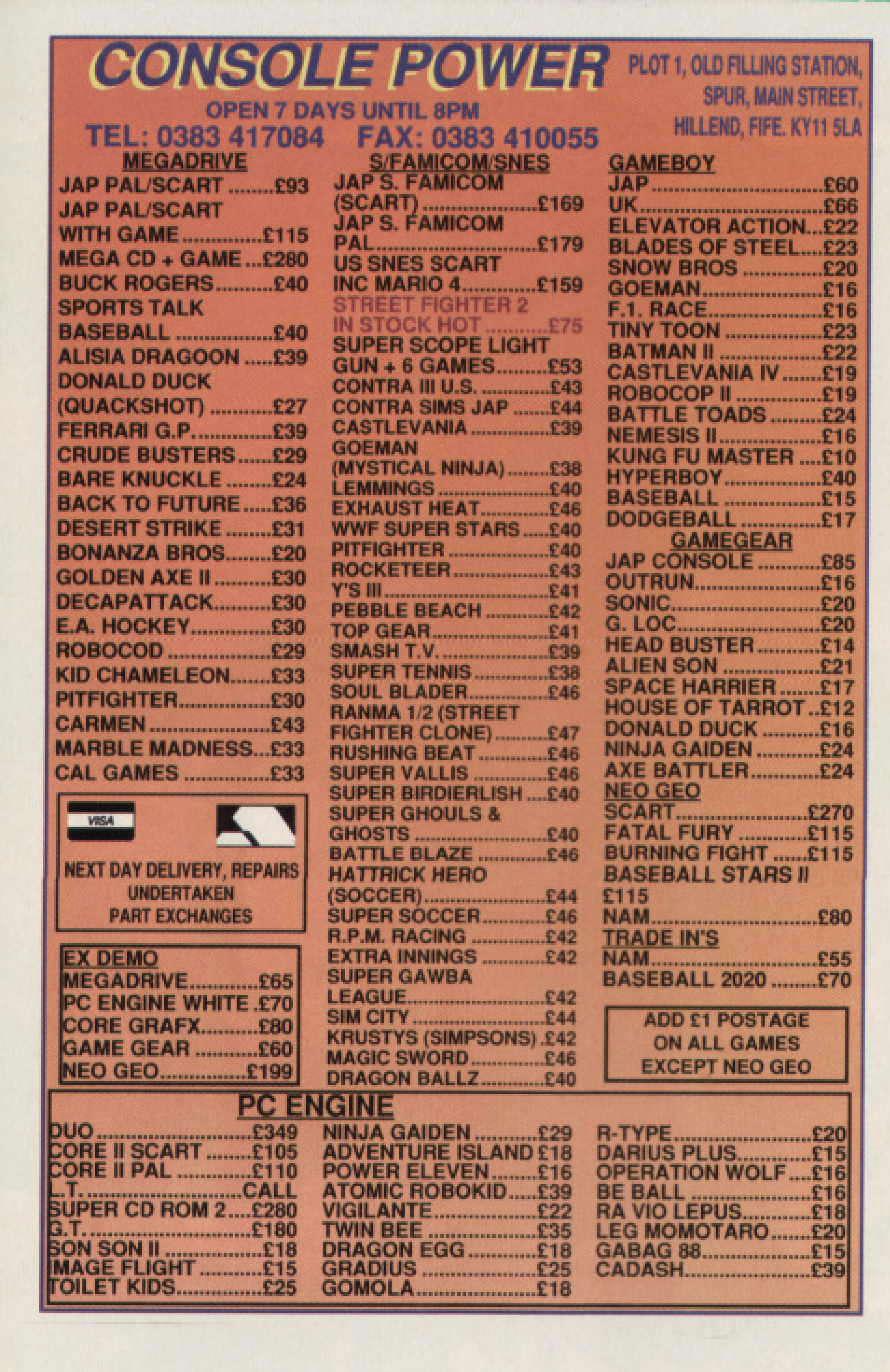
GRAPHICS 91%
Perfectly detailed and superbly animated sprites and fab backgrounds.

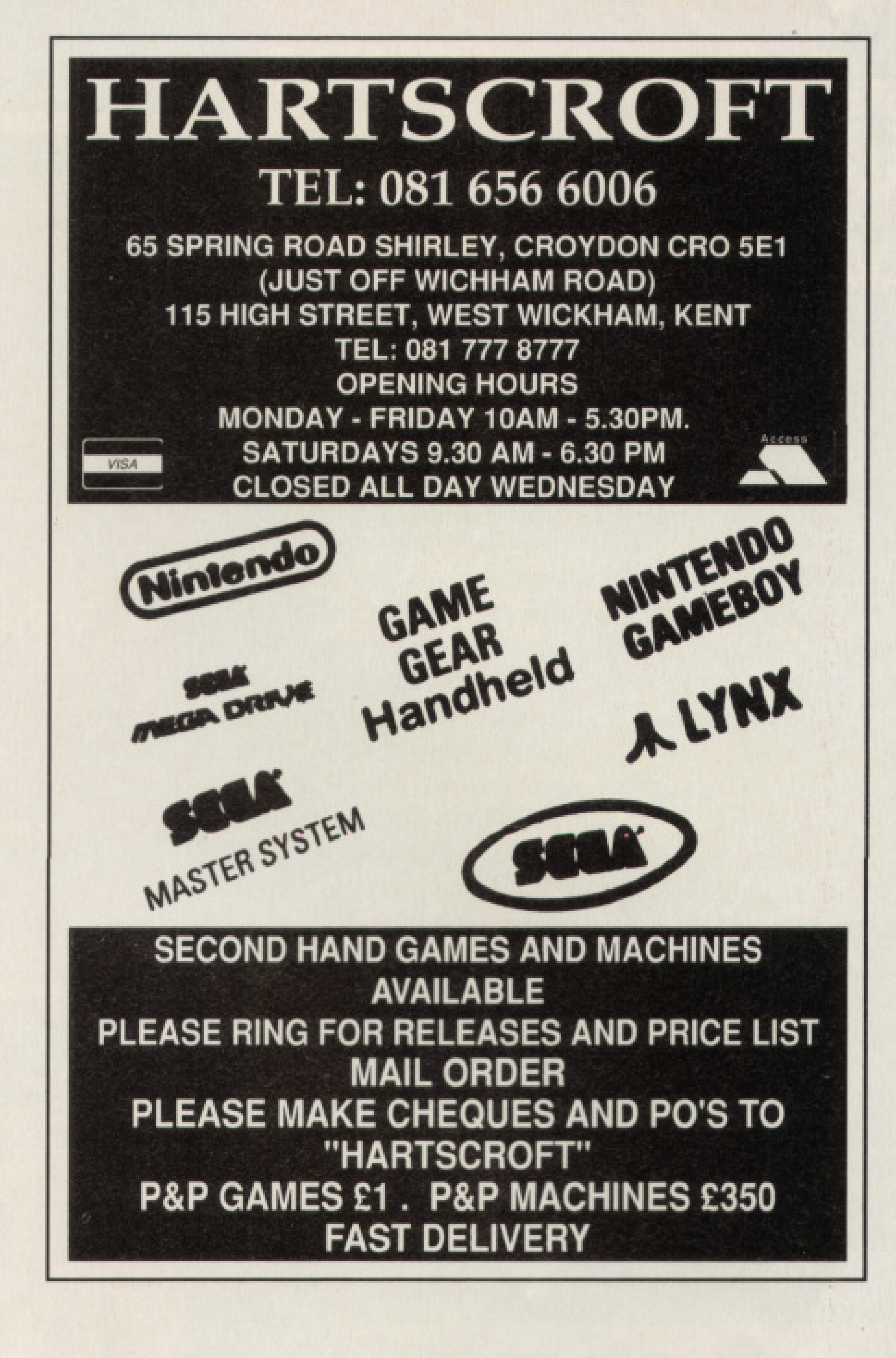
SOUND 76%
Cheesy cartoony tracks and muffled speech, but the effects are okay.

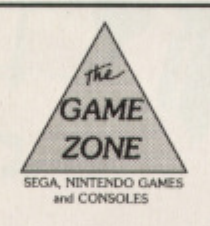
PLAYABILITY 90%
Easy to control with a wealth of moves, TMNT is very entertaining.

LASTABILITY 75%
However, after a while it's all much of a muchness and single players might find the going dull after a couple of weeks.

OVERALL 80%
A top quality double-player game, but one which may not hold serious lasting appeal for solitaire players.







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NINTENDO REVIEW

Let's begin by dispelling a few rumours so they don't fester into facts. Operation Wolf isn't a veterinary surgeon simulator. It has nothing whatsoever to do with the average canine. Operation Wolf is actually the codename for an undercover assault on enemy territory. That's right, it's plenty of gun-ho, "ONE! TWO! THREE! FOUR! I LOVE THE MARINE CORP!"

Strap on those khaki pants and listen up! The mission is simple. You are assigned to Operation Wolf, (or Operation Certain Death as it is otherwise known) and must accomplish six tasks if you are to save the POWs being held by the enemy. On all six stages he is likely to come up against fearsome resistance, with the opposing forces deploying tanks, helicopters, boats and foot soldiers to break him down.

As well as decimating the opposition, you pick up rounds of ammunition, grenades and energy capsules that restore life. If you feel like shooting roaming animals you may also be rewarded with ammo or life. But on no account shoot fleeing civilians or members of the Red Cross... it wastes ammunition! If by some miracle of fate Operation Wolf is carried out without any hitches and the POWs are returned safely to friendly territory, you are rewarded with your own padded cell, a yearly subscription to "Soldier of Fortune", and a Rottweiler named after your favorite boxer! OK MARINE, LOCK AND LOAD!

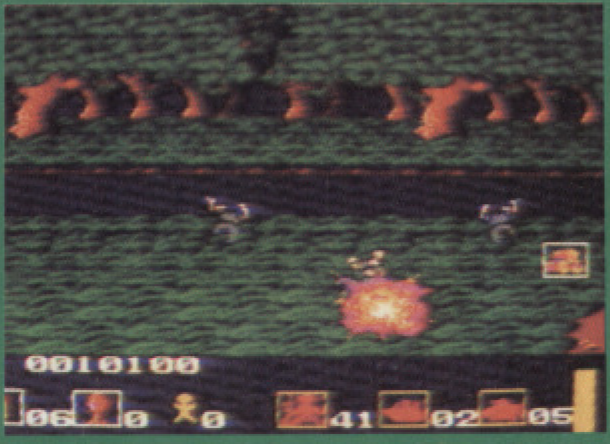


AMMO INFO

At the start of every mission a certain number of magazines and grenades are bestowed upon you. However, with all the mass death that ensues, it soon becomes clear that this ammo supply isn't going to last. Fortunately, there is plenty of ammunition to pick up along the way. As well as machine gun magazines and grenades, there are sticks of dynamite that blow up on the spot when fired at, and energy capsules that restore vitality. Shooting some of the animals caught in the crossfire rewards you with a pick-up too!



▲ *A helicopter destroyed with your rocket launcher.*



▲ *Shoot the dynamite on the right.*



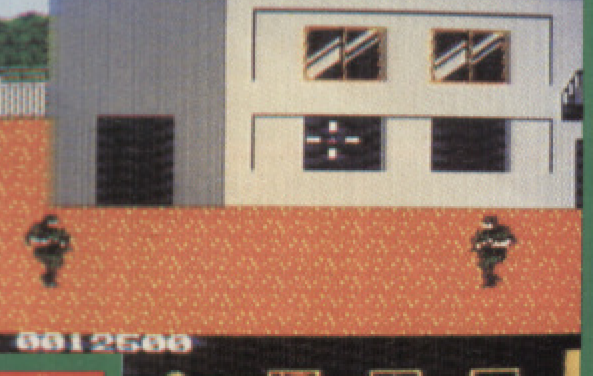
▲ *Kill the enemy and grab the magazin*





OPERATION WOLF





▲ Enemies prepare to eat lead.



▲ Watch out for hostile boat attacks in the jungle.

PAD OR GUN

In Operation Wolf players have the option of either using the joypad or a light gun. The arcade used a light gun and there is no doubt that it is more suitable for this kind of shoot 'em up. The joypad works quite well but it makes for slower aiming. The light gun gives a more realistic feel to the game, but you are also more likely to get carried away with blasting everything in sight, so watch those ammunition levels.



▲ Oopps! Sorry!



▲ Our hero is tortured by Kylie records!



▲ Red Cross stretcher bearers need a stretcher!



▲ Wolfie enjoys a knees up in celebration.

COMMENT

ROB

I am a big fan of the Operation Wolf coin-op and found it very therapeutic, venting my aggression on hundreds of unsuspecting sprites. It is exactly this quality that the NES conversion of this game has lost. Rather than freeing anger, it leaves you feeling more psychopathic than when you started! The action is very slow, with sprites nonchalantly strolling to their death. The graphics, while not completely disastrous, certainly do little to enhance the fast and furious theme of the game. The lack of attention to detail on the backdrops leaves them looking drab and the stuttering animation makes the whole scene look like an outing of cardboard cut-outs! Using the light gun is certainly preferable to the joypad, which proves fidgety and frustrating, but because the game is visually disappointing, things get very tedious all too quickly. I was hoping that at least the sound effects might save some face, but I'm afraid the machine gun sounds like a baby's rattle, and the explosions are reminiscent of someone munching a bag of crisps! One of the few things in this game's favour is the level of challenge. If you succeed in completing the whole operation, it is possible to slow down the speed of your aim, which makes things a bit tougher. But to sum up, this NES version of Operation Wolf left me hunting for the old coin-op, on which to take out some newly acquired frustration.

MISSION IMPOSSIBLE

To successfully carry out Operation Wolf, the player has to make his way through six stages. In each stage an important task needs completing in order to rescue the POWs. The first mission involves cutting off communications at an enemy base to prevent them calling for help. The second takes the player through a jungle where enemy boats fire from the river. From the jungle to the village where the third mission takes place. There are more civilians around here so accurate shooting is essential. The fourth assignment takes the player to the ammo dump. Cutting off the enemy's supply of fire power is the priority here. From the ammo dump, the player makes his way to the prison camp where freeing the POWs is accomplished. But things aren't over yet. Once free, the player has to get the POWs out of enemy territory. The sixth and final mission takes place at the airport. When the POWs are up and away, mission impossible has been made possible!

YOUR ABILITY IS
= BULLET HIT RATE 33.4%
(SHOTS FIRED 266)
(TOTAL HITS 089)
= ENEMY CLEAR RATE 84.2%
(TOTAL ENEMIES 070)
(ENEMIES CLEARED 059)
YOUR HISTORY IS
INTER-CEPT INTELLI-GENCE

▲ *Tut. Tut. Tut. A lot of wasted ammunition here.*

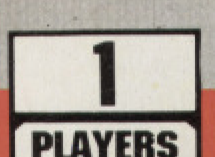
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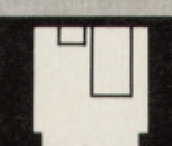
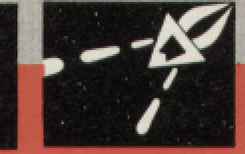
At the bottom of the screen are the player's stats. It tells him how much ammunition he has left, and how much damage he has sustained. It also provides information on how many enemy soldiers and vehicles need destroying on that particular mission. Keeping a watchful eye on the stats is important because it helps the player to decide whether they should hunt for ammunition and energy or just blast away!

OPERATION WOLF
PUSH START BUTTON
OR
PULL THE TRIGGER
TAITO
© 1989 TAITO AMERICA CORP.
LICENSED BY
NINTENDO OF AMERICA INC.

BY: TAITO
PRICE: £TBA

RELEASE DATE: AUGUST
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 1
SKILL LEVELS: 1
RESPONSIVENESS: OK



COMMENT



RICH

Unlike Rob, I though the coin-op version of Operation Wolf was a complete bore with dull gameplay and nothing to keep you coming back for more. On the bright side, Operation Wolf did have cool graphics and sound. This Nintendo conversion plays quite like the coin-op, but doesn't have anywhere near the graphical quality of the original. The gameplay is very dull indeed. Just point your sight and shoot. That's it. What's more, it's impossible to dodge enemy fire or shoot all of the soldiers on-screen. This makes your doom completely unavoidable - something that really puts me off a game. Shooting fans who own a zapper gun might like to get hold of this. However, I can think of loads of games more deserving of your hard-earned cash.



▲ *All six stages of Operation Rather Stupid.*



▲ *It's a long and hazardous road to victory.*

DEATH COUNT

When a mission comes to an end, whether it is successfully completed or not, the player is presented with some information regarding their performance. It tells how many shots were fired, and how many were successful hits. Players should then assess how much ammo they're wasting, with a view to greater accuracy and efficiency next time.

PRESENTATION 57%

Some macho shots of guns and knives open the proceedings. A speed of aim option and continue facility are available.

GRAPHICS 52%

Naff sprites that move like they've got drastic body twitches. Uninspiring backdrops.

SOUND 45%

Sound effects are more reminiscent of popcorn consumption than a war zone!

PLAYABILITY 50%

The light gun makes things more fun. Using the joypad is awkward and frustrating.

LASTABILITY 54%

While there is quite a high level of challenge, there is a very low level of incentive.

OVERALL 53%

Fans of the coin-op should not be deceived. This is a poorly put together conversion which lacks all of the coin-op's virtues.

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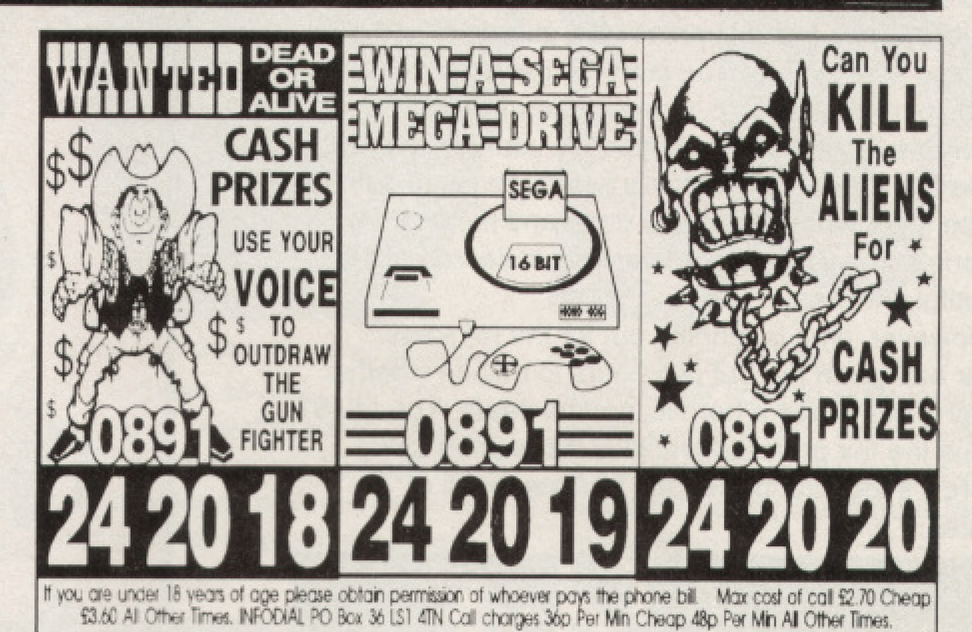
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PRINCE of PERSIA

プリンスオブペルシャ

Oh no! While the Sultan of Persia has been out and about putting infidels to the sword, his evil Prime Minister Jaffar has seized power in a coup that has severe repercussions for the Far Eastern World. All he needs to do to make his seizure of power complete is to wed the Sultan's beautiful daughter and claim power through her birthright.

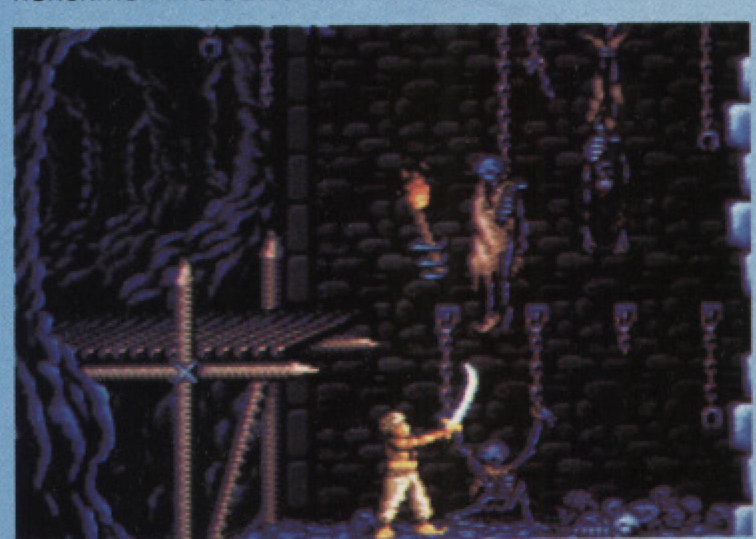
However, her boyfriend has other ideas and sets out to do over the evil Jaffar. However, Jaffar gets wind of the plot and dispatches his guards to find our hero and lock him up! You start the game in the depths of the palace's dungeon. Unarmed and vulnerable to all sorts of danger, it's your job to guide the heroic Persian through the twenty levels of Jaffar's palace, negotiating the many traps and fighting the evil one's many possessed minions in search of the beautiful princess.

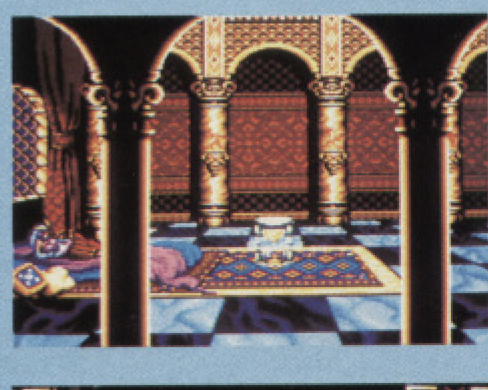
However, time is running out for the princess. Jaffar has given her but two hours to decide whether to marry him or die a horrific, painful death. You MUST rescue the fair princess and slay the twisted Jaffar before it's too late for her and too late for all of Persia....

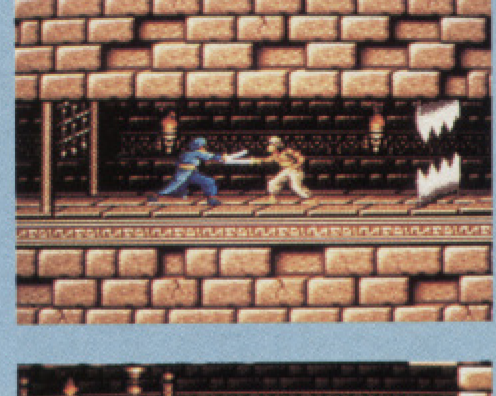


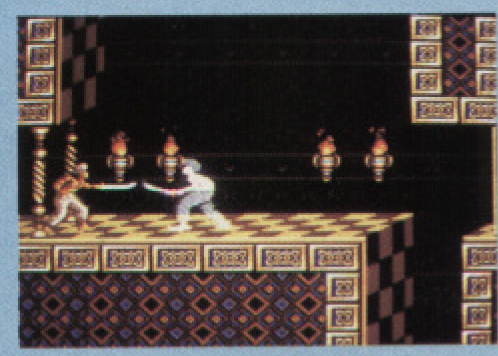
FIND YOUR WEAPON

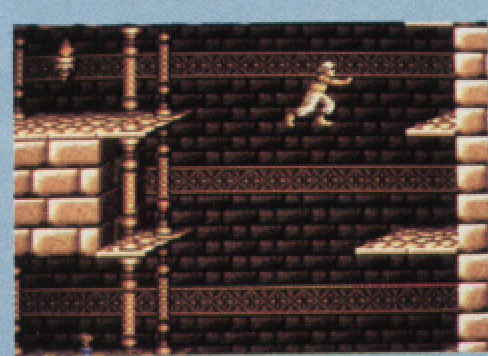
The first level of Prince of Persia is simplicity itself. It's your job simply to run through the cavernous dungeons in search of our hero's confiscated weapon. Once he's found it, he must retrace his steps to the beginning of the level and take on the first of Jaffar's henchmen in a battle to the death.











SPARRING PARTNERS

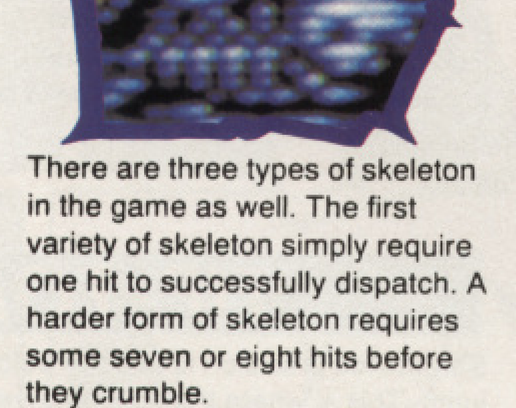
Your first sword slinging opponents in Prince of Persia are exceptionally easy to defeat. Simply unsheathe your chopper and lay into them and a few thrusts should be enough to take care of them. However, later levels provide tougher opponents.



Don't be fooled by the obese forms of these bodyguards! They may not be the fastest movers in the business, but when it comes to precision with their swords they are masters!



These deadly ladies are deft sword slingers, even more dangerous than the undead skeletons! If your swordplay hasn't been developed, you stand little chance of defeating these murderous women!

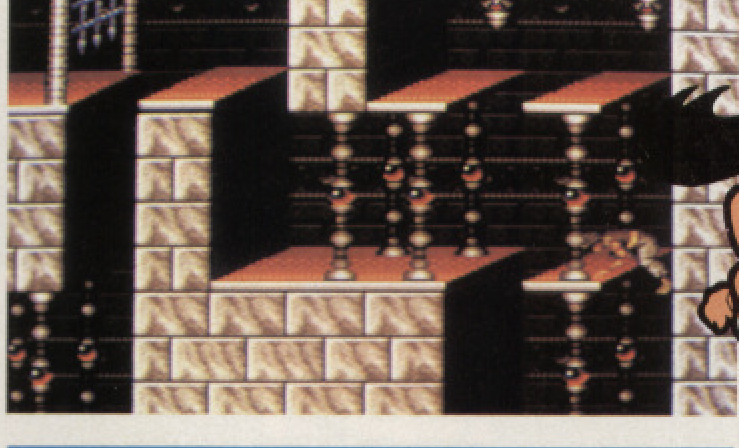


There are three types of skeleton in the game as well. The first variety of skeleton simply require one hit to successfully dispatch. A harder form of skeleton requires some seven or eight hits before they crumble.



These Saracen knights have honed their fighting skills through many years of war. Their stamina is awesome - second only to Jaffar himself. Beating these guys takes some doing...

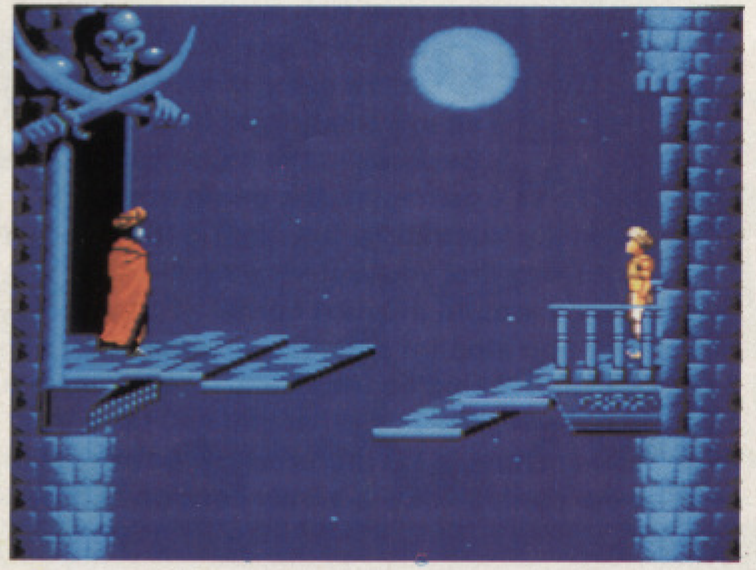




JAFFAR CAMEOS

As you work your way through the levels, Jaffar gets wind of your activities and sometimes you run into him on your travels. However, the evil prime minister doesn't let you get your hands on him until the final battle. His cameo appearances on earlier levels merely cause you problems. For example, on one level he destroys a bridge that you MUST cross in order to get to the next level. Only by matching sorcery with sorcery can you progress.



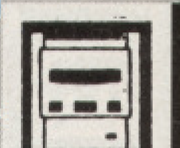


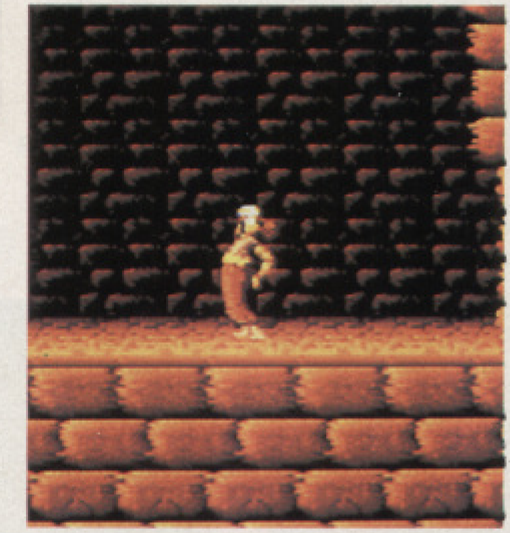
COMMENT

RICH

As I said when I reviewed the Master System version, Prince of Persia is one of my all-time faves on the PC, but this Super NES version is just something else! All of the graphics have been substantially spruced up with superior animation, sprites and some stunning backgrounds. The actual size of the game has also been increased to a huge twenty levels! Prince of Persia's main asset, however, is the sheer fun you get playing it. The control method takes some getting used to, but once you've got it sussed, you're able to pull off some of the most spectacular stunts yet seen in a video game! The game is full of original ideas and cunning puzzles too. I particularly liked the appearance of your ghostly twin who helps you to solve a highly devious puzzle. For sheer fun and excitement, Prince of Persia cannot be beaten. Buy it!

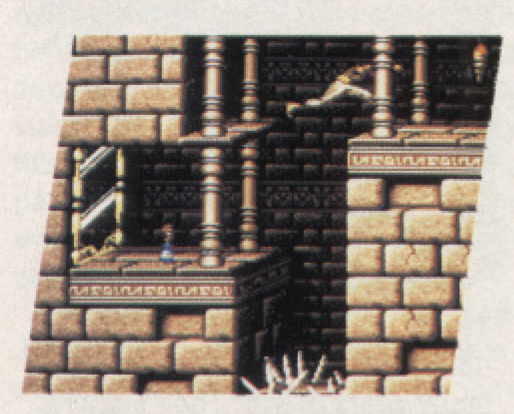






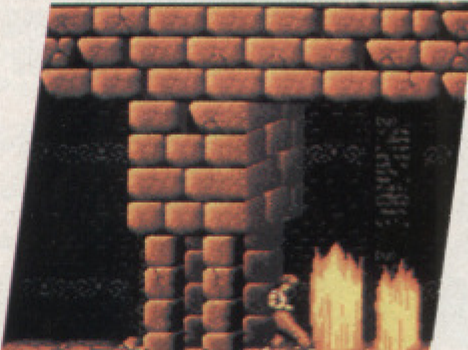
PERSIAN POSES

As any one who's seen the original game on the home computers knows, our hero is capable of all manner of athletic feats in the game using some of the most stunning animation yet seen in a video game.



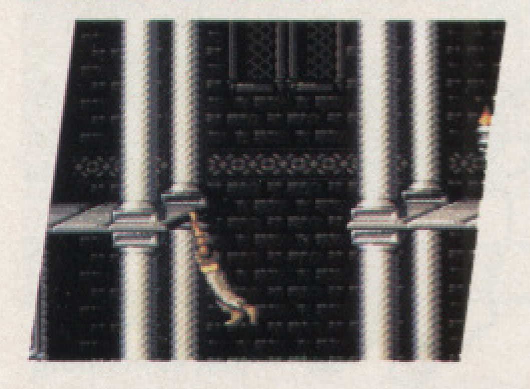
JUMPING

Jumping around is essential in any platform game and the Persian hero is capable of two types of jump. Running jumps cover more ground, whilst single leaps are useful where more precision is required.



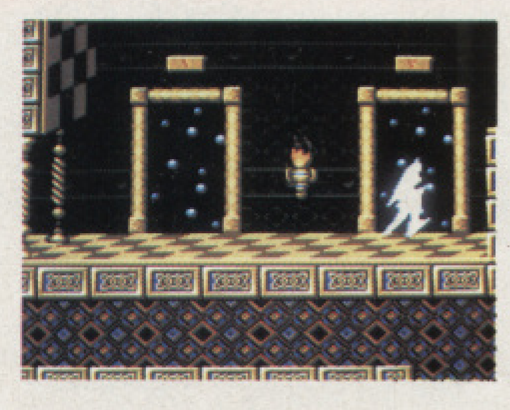
TIP-TOE

Sometimes precision is needed before attempting any jump. This is where the tip-toe move comes in handy. If you're anxious to make sure you pull off that massive jump, you can tip-toe right to the edge of the platform and leap across.



HANGING ON

Hurtling down an endless pit? Keep your finger pressed down on the X button and you might be all right. This button lets you catch your hands onto any passing ledge and thus save yourself from a horrific fate. In association with the DOWN button on the d-pad, you're able to climb down platforms. Very useful.



COMMENT

JULIAN

If you're after a challenge that'll tax your platforming skills to their utmost, Prince of Persia is the one for you. It's a massive game and features one of the most demanding gaming environments I've ever run, swung and jumped my way through - and to top it all, the entire game is played against an extremely tight time limit! Because of the highly challenging gameplay, the going does get occasionally frustrating, but such is the quality of the gameplay that you just keep on sticking at it to see what's around the next corner - I played it virtually non stop for an entire weekend when I first got it! Backing up the brilliant gameplay are some superb graphics. What you can't see from the screenshots is the incredible, fluid animation of all the sprites - this is a truly cartoon quality game. Prince of Persia is a fabulous game

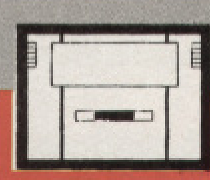
THANKS TO...

Advanced Console Entertainment and the Electronic Gaming Club receive our thanks for sending us a couple of Prince of Persia so promptly. Should you wish to ask them about this, or any other game, phone them on 071 383 0480.



BY: NCS
PRICE: £45.00
RELEASE DATE: NOW
GAME DIFFICULTY: MEDIUM
LIVES: TIME LIMIT
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: BRILL






PRESENTATION 83%

A stunning intro and amazing demo mode, along with a highly useful password feature.

GRAPHICS 91%

A vast range of amazing backdrops, jaw-dropping animation and topper sprites.

SOUND 92%

With a movie-like soundtrack like this, your ears are always occupied. The effects aren't quite so good though.

PLAYABILITY 94%

Getting the hang of the control method is quite difficult, but once you've done it you're hooked!

LASTABILITY 92%

Twenty massive levels and many expert swordsmen stand between you and the fair princess.

OVERALL 93%

A stunning arcade adventure unrivalled on the Super NES!

GOT A HAND-HELD?..THEN GO! AND GET THIS!

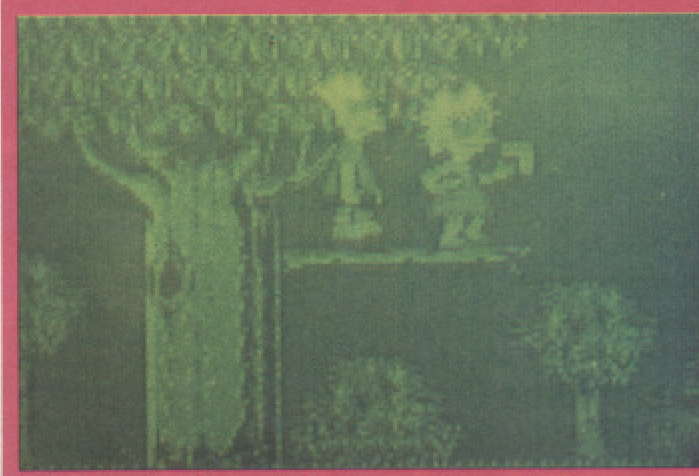


TOP 10 CHARTS



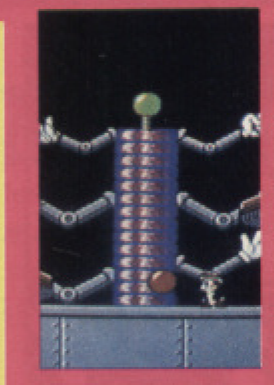
GAMEBOY

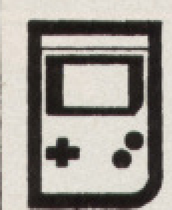
Once again, Mario STILL remains at the top of the Gameboy charts, even though the game is literally years old! Strange... What's more, Duck Tales is still loitering at the top of the charts, but new entries like Choplifter and Q*Bert make things look a bit more lively.





▲ *Bart and Lisa stuck up a tree at 8!*





GAMEBOY

1	◄	SUPER MARIO LAND
2	◄	DUCK TALES
3	NE	CHOPLIFTER II
4	▲	SOLOMON'S CLUB
5	▼	WORLD CUP
6	NE	BUBBLE BOBBLE
7	NE	GAUNTLET II
8	◄	THE SIMPSONS
9	▼	DR MARIO
10	NE	Q*BERT

NINTENDO

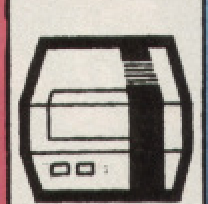
Taking us completely by surprise, Rescue Rangers takes pole position on the Nintendo chart, usurping the amazing Super Mario III! New entries abound with the likes of Lolo II, Hyper Soccer and Rainbow Islands. Hurrah!



▲ *Walking the dog Rescue Rangers style!*



▲ *A game your folks would approve of.*



NINTENDO

1	▲	RESCUE RANGERS
2	▼	SUPER MARIO III
3	NE	TURTLES II
4	NE	RAINBOW ISLANDS
5	NE	LOLO II
6	▲	NEW ZEALAND STORY
7	▼	THE SIMPSONS
8	▼	STAR WARS
9	NE	HYPER SOCCER
10	▼	WWF

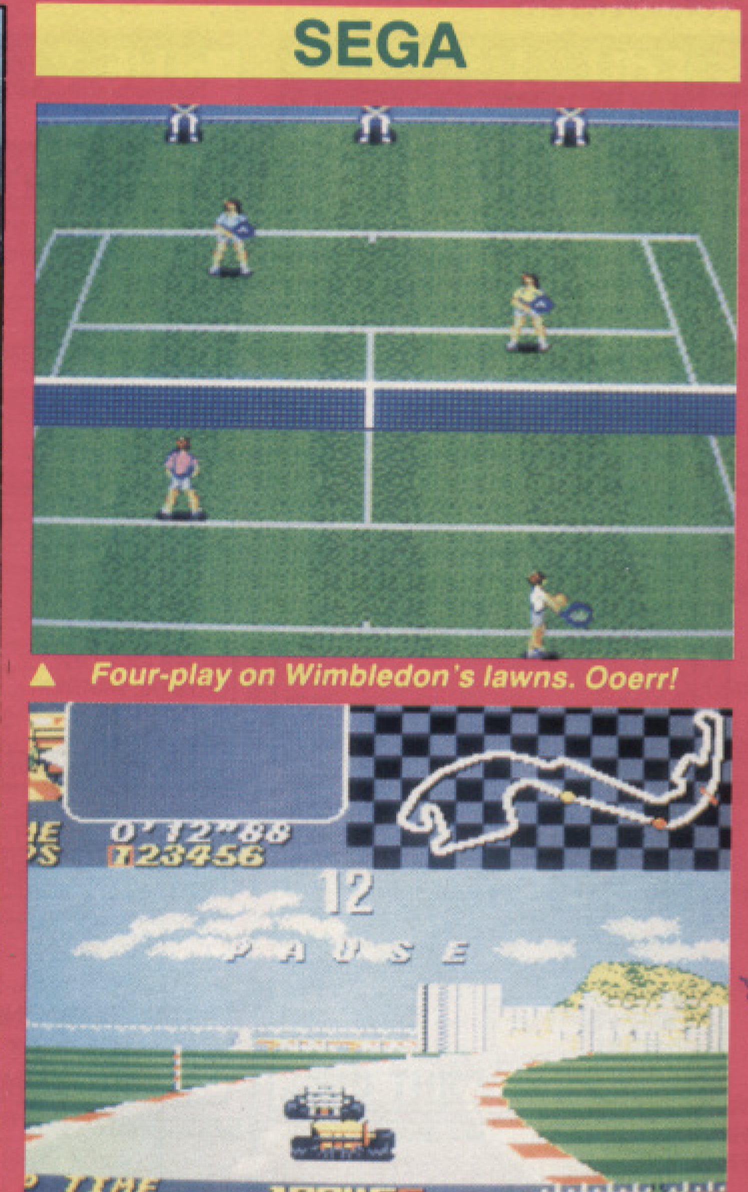
ALL FORMATS



SEGA

1	NE	CHAMPIONS OF EUROPE
2	▲	WIMBLEDON TENNIS
3	NE	SUPER MONACO GP II
4	▼	SONIC
5	▼	ASTERIX
6	▼	SAGAIA
7	NE	SONIC
8	▼	BEAST
9	▼	G-LOC
10	▼	GHOULS 'N' GHOST

SEGA



▲ Four-play on Wimbledon's lawns. Ooerr!

▲ Super Monaco II third on the grid.

Cor! Funnily enough, there's plenty of excitement on the Master System chart. Following the European Championships, Tecmagik's footie game takes the top slot, but as we write Wimbledon carries on, so expect the official Wimbledon game to zoom up to the top slot by next month!

▲ Sonic re-enters at 7.

MEGADRIVE

1	◀	DESERT STRIKE
2	NE	SUPREME BASKETBALL
3	NE	SUPER MONACO II
4	▼	KID CHAMELEON
5	◀	GALAXY FORCE II
6	NE	DJ BOY
7	◀	ALISIA DRAGOON
8	▼	HELLFIRE
9	◀	STREETS OF RAGE
10	▼	TOKI

MEGADRIVE

High excitement in the Megadrive chart as Desert Strike remains at the top slot. However, there seems to be stiff competition from the likes of Dave Robinson's Supreme Court Basketball and Super Monaco GP II!

▲ A particularly impressive chopper!

▲ What a weapon!

▲ Blimey, it's the Kids from Fame!

▲ No disguising Kid Chameleon.



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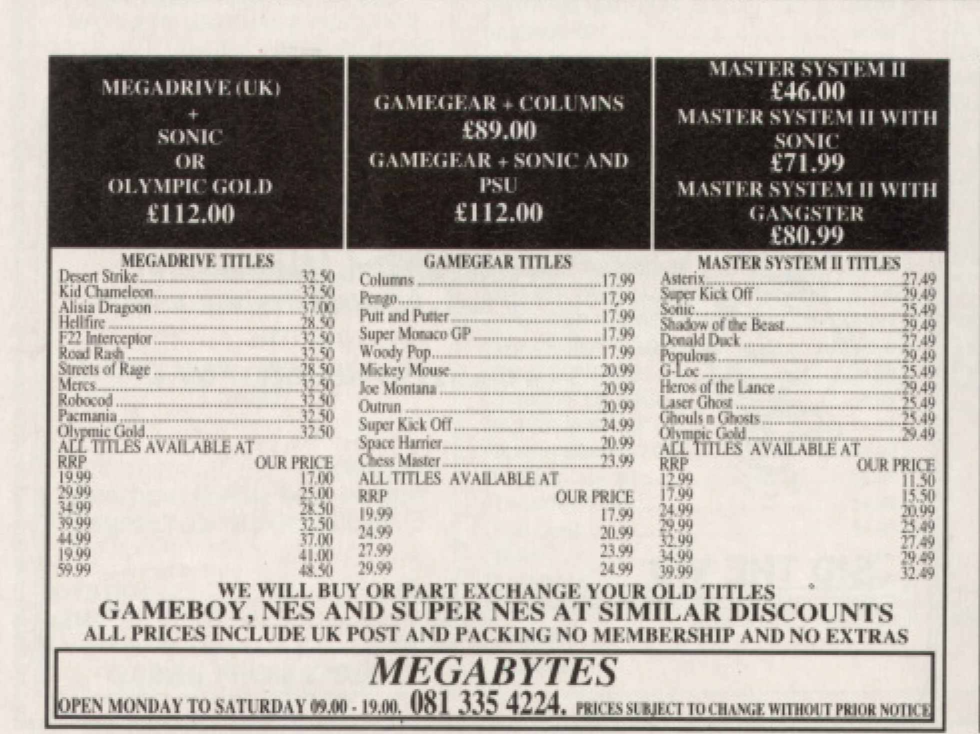
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SUPER Famicon games for sale. Acteriser, Populous, Ultraman. £25 each or £70 for all. Phone Kazu 081-343 2329 weekdays 9-10pm.
GAMEBOY + Lightboy (All boxed). Games:- Tetris R-Type, Faceball 2000, Terminator 2, Super Mario Land, Marble Madness, Double Dragon. 3 months old. Cost £240 new. Sell for £190. Phone (0533) 664863 (weekend only). Ask for PK.
SEGA Game Gear. Excellent condition worth £190. Games include G-Loc and Mickey Mouse. Plus master gear and carry case. £130. 021-711 2989.
NES action set for sale. Include SMB 1 & 2, Duck Hunt and Lifeforce. Everything boxed with manuals. 3 months old. Ideal for person on budget. £110. Call Stuart on 071-231 5005 (work) or 081-529 1640 for details.
GAMEGEAR. Sonic, Mickey Mouse, convertor and a pocket TV worth £270. Bargain at £170 O.N.O. Contact Chris on (0768) 779254.
MASTER system games for sale. Action Fighter, Rescue Mission, Aztec Adventure. £7 each or £20 the lot. Phone (0276) 24236.
ATARI 520 STE, 1 MEg Ram, over £100 worth of software. All boxed in excellent condition. Bargain at only £350. Bracknell (0344) 422008.
UK Megadrive + 6 games, power base convertor and 2 master system games. £220 O.N.O. Call (0703) 224413 evenings (Southampton) Boxed. Tel (0703) 224413.
GAMEGEAR and Donald Duck plus main adaptor. Brand new all boxed and in mint condition. Sell for £90. Prices negotiable. Phon Will on Woodbrige 383570.
JAPANESE Megadrive (TV version), including 2 joypads, and 8 games including Golden Axe, Alien Storm and Streets of Rage. Takes all Carts and is only 2 months old and still boxed. Sell for £250 O.N.O. Pleas phone (0202) 578526.
NINTENDO NES for sale with 5 games included. They are Turtles, Robocop, SMB 3, Kung Fu and Super Spike VolleyballAnd with a free plug. Worth £279. All for £175. Phone 081-656 7337. Ask for Stephen.
NINTENDO NES for sale. Inc Turtles, Simons Quest and Blue Shadow games. Will sell for £115. Tel (0234) 870784.
NINTENDO for sale. Going chhep with 3 games:- Turtles, Solomans Key and Faxanadu and issues 8+9 of Mean Machines. All for £100. In exCellent condition. All boxed as new. So call Stephen on (0273) 559585.
UK MEGADRIVE with 6 games (JOhn Maddens, EA Hockey, Hellfire, Sonic, World Cup 90 & 92) plus extras and magazines. £200 ono. (0543) 418826.
FOR SALE. NES with 6 great games. Sell for £150. Phone (0243) 673606 and ask for Darren.
NES for sale. It has 10 games and it also has an NES advantage joystick. Call Matt on (0477) 37417. Sell for £275 (Value £550). Will not split games.
YO! Dongo's. NES for sale (still boxed) with 6 games which include Mario 1, 2 & 3 Megaman 2 and Turtles. All boxed with instructions. Price £120. Phone 021-357 1214. Must be seen, excellent condition.
SEGA Master Sytem games for sale including Asterix etc. Five more games. Call Micheal on (0302) 530189 after 6pm.
ONE YEAR OLD Atari 1040STE with business package. Lockable disk box containing over 50 disks, mouse mat and dust cover. 25 top quality games, competition pro 500. Joystick with extention lead. Total value £900. Will sell for £500 no offers. Tel (0702) 551790.
AMSTRAD CPC 464, colour monitor and over 100 great games all in mint condition. Would cost £400 new. Will sell for £180 ono. or swap for Japanese Megadrive and 2 games or more. Call Brian on (0767) 318706.
YO! Want at NES? £130 with 2 joypads and 6 Games. Include Probertector, Faxanado and Burifighter + many more. If interested phone 081-299 0463. Also for sale a Lynx with 5 games inc Slime World, Warbirds and Paperboy. Also large carrier case, plug adaptor, Comlynx and Ligeret adaptor for £150.
FAMICOM games for sale. Super Ghosts n' Ghouls, Area 88, Final Fight. £25 each. Phone 061-736 5246 and ask for Russell.
ATARI Lynx with 8 games and power supply plus kit case. Everything boxed. Reasonable offers accepted. Call Ben on (0934) 833494.
MEGADRIVE with 8 great games including Maddens '92, NHL Hockey, Gynourg etc. 2 joypads, Jap adaptor, Game carrier. Everything for £280 ono. Only 1 month old. Also I will sell it with 4 games for £200. (0252) 616080 after 3pm.
OFFICIAL Megadrive for sale plus 6 games, 3 turbo pads £200 ono. Call Tom on (0734) 733814 after 4.30pm weekdays.
GAMEBOY for sale with 4 games worth £171. Will sell for £110. Contact Tony at (0702) 466496 after 4pm.
SEGA Master System boxed with joypad and 8 games including Sonic and Donald Duck. Phone (0903) 770170 evenings.
COMMODORE 64. Games and magazines for sale. For full list write to Hill Top, Belton Road, Epworth, Doncaster, S.Yorks
NINTENDO with 11 games. Brilliant condition. 1 year old. Worth £400. Will sell for £200. Will sell games separately at £15 each. If interested call (0280) 701486 between 5-8pm. Also Spectrun 128K with 30 games. £200 ovno. Light gun included.
GAMEBOY for sale. Includes rechargable battery, light, case and 8 games Super Kick Off, Double Dragon, Turtles, Basketball, Tetris, N.F.L Football, WWF. Mint condition. All boxed with istructions. Worth £300. Sell for only £160. Phone (0322) 666669 (after 5pm). Quickly !!
GAMEGEAR with 6 games and PSU. Excellent condition and all boxed for only £80. Phone Paul (0602) 404436 after 6pm.
MEGADRIVE Japanese for sale. Three 90%+ games and issues 1-20 of Mean Machines. Sell all for £150 ono. Phone Elliot 081-876-7238.
MEGADRIVE + power stick + 8 games including Maddens '92, Streets of Rage, PGA Golf and F-22. All boxed and in immaculate condition. Worth over £400, yours for £300 ono. Also swap Amstrad PC1512 + monitor + printer for Mac of Amiga. Phone (0452) 523690.
MEGADRIVE (UK), boxed, under guarantee, controller power stick, Streets of Rage, Sonic, Road Rash, Ghouls 'n' Ghosts, £120 081-943 0975.
MEGADRIVE games for sale. Quacshot £32, Road Rash £32, Fantasa £30 or all for £80. Also Atari ST for sale. Including keyboard, black and white monitor, mouse and a blank disk for £200 or nearest offer. Call Harpal Sra on 081-569 6958.
SEGA Master System. Powerbase, 2 controllers, Sonic, Moonwalker, Indy 3, Summer Games, World Soccer, Wonderboy, Ninja Global Defence. £200. Tel (0453) 763439.
NES Turtle pack. Mario 3, Zeloa 2. £120. Gameboy and light boy £60. NES worth £160 and Gameboy worth £100 new !! NES and games boxed. All leads intructions Game Boy. New with headphones and Tetris. Quick sale needed. Tel 021-773 7466
GAMEGEAR in good condition (but on/off switch repaired) and Mickey Mouse game £65. Devon or Bristol (0271) 46870 after 5pm.
SUPER Famicon game for sale. "Super Gouls 'n' Ghosts". Boxed. Very good condition. £28. Call Simon (0734) 479475.
MEGADRIVE with arcade joystick. 6 games including Sonic and Road Rash. £210. Phone 0629 733744 after 4pm.
NES with 6 top games inc T+F 2, W-Wrestling, all boxed with instructions. Call Danny on (0252) 515308 after 5pm Only £135 !
NINTENDO with Mario and WWF worth £110. Sell for £80. Will also sell Game Gear with Mickey Mouse £70 Phone (0473) 735603.
MASTER system for sale. 7 games include Mickey Mouse and Wonderboy 3. Will sell for £120. Telephone Ton on (0452) 741129.
MEGADRIVE games for sale. Top titles English Road Rash, Buck Rodger's, Desert Strike, PGA Tour Golf. 081-893 4786. £20 each. Master System for sale. Includes gun, joystick's control pads, adaptor. £75 ono. Also Gear Master convertor. £9 081-893 4736
LYNX Exellent condition. 3 games:- California, Gauntlet and LT11PS Challenge. Sell for £100 ono. Ring 061-227-9468 and ask for george.
ATARI ST games, £10 + £2 P & P, boxed etc. Including Robocop, Blast 2, Car-Vup, Prehistorik, D. Dragon 3, Deathtrap, Under Pressure, Thunderjack, Golden Axe, Tetris, Builderland, Edd the Duck + more. Also budgets. Also Game Gear Wonderboy £11 + £2 P & P. Phone W-S-M (0934) 520257 for more details. Ask for Alistair.
MEGADRIVE 3 months old, 10 games all exellent. Include Sonic, EA Hockey, JM Football etc. 1 normal, 1 turbo joypad + 1 explorer power stick. Worth over £500! Will sell for £300! Will not separate Bundle. Plays all carts. Phone Ruchit on 081-398 7872 in the evening.
FOR SALE. Atari 520FM. With loads of games, mouse, joystick, manual, boxed. Selling for £230. Ring Paul on (0642) 316745.
SEGA Game Gear with sega battery pack plus 3 exellent games(Shinobi, Halley Wars, Mickey Mouse). Mint condition, boxed with guarantee. Worth £200. Will sell for £100. Call Justin on 081-449 9458.
GAMEBOY for sale. 3 games (Robocop, Super Mario, Tetris) all boxed with headphones and 2 player lead. £70. Tel Mansfield (0623) 871187.
LYNX 2. Batteries and charger. 3 new games. All boxed also sun screen. As new. Sell £115 ono. Tel (0472) 697054.
JAPANESE Megadrive plus 4 games:- Mercs, DJ Boy, Hellfire and Truxton. Sell for £160. Phone 021-236 4179 6pm-7pm. Birmingham area only.
COMMODORE 64. Godod condition. Data cassete,disk drive, joysticks, 48 full price games and loads of budget games + books. £200. Phillips midi F1462 Hi-fi system. Tape to tape, record deck, stereo tuner. Good condition. Bargain at £50. Tel (0442) 248858.
AMERICAN Super NES (Scart) with 6 games, 2 joypads. Sell for £310. Tel (0252) 511030 after 6pm.
NES in excellent condition with 6 games, joystick, game caddy and extender leads. Phone Jonathon 071-791 1076. Sell for £186.
FOR SALE. Game Gear with TV, car and master system adaptor. 5 games for £170. Phone Ed on 081-398 5844.
NES deluxe. Good condition. Games include Mario land 3, Track & Field 2, Zelda 2,. Plus Konix rapid fire joystick. Fully boxed £170 ono. Tel Sid 081-740 7316.
MASTER SYSTEM. Good condition with 8 games. Including American Baseball and Pyschofox. Fully boxed. £80 ono. Tel Amin 081-740 7316.
NES for sale with 8 good games. Including SMB 3, M Man 2 sell for £195 ono. Phone (0865) 510971. Ask for Matt.
BUY! Buy! Buy! ETC. Get your wonderful megajazzy handheld here. To you a Gameboy. With everything you need or want. With 6 games, lightboy amplifier. The business. All for £130. Phone (0625) 615628. Ask for Adi.
FOR SALE Pal Famicon. 3 months old. vgc with brand new contra spirits/95%. £250. Phone (0376) 342311.
MASTER System for sale. Excellent condition. Plus 2 joypads, 4 games inc Golden Axe, World Soccer, Alex Kid in Miricale World and Super Hang-On. Demonstration given if required. £70 ono. Tel 021-706 4353 and ask for Kev.
FAMICOM games. Super Baseball, Rocketeer (both Jap) £30 each. Also Megadrive Golden Axe £15, Spiderman and Winter Challenge £25 each or swap for Devil Crash or New Zealand Story. Tel (0420) 478031 5-7pm.
SEX!! Now that I have got your attention I'm selling a Gameboy with 4 games and a 2 player lead. Comes full with instructions. £100 ono. Phone Scott after 16.00 on (0424) 712703.

MART



GAMEGEAR and psu inc Sonic and Donald Duck. 2 months old. £110. Tel 081-959 1733 and ask for Warren.

NES with 14 games, 2 control pads and zapper gun. All for £195 ono. Please contact Oliver on (0923) 285453.

MEGADRIVE 7 games including Road Rash, Strider, Quackshot, Arnold Palmers Golf, Revenge of Shinobi, Atomic Robokid and Drawin 4081. 2jyopads, dust cover, 2 games holders, stereo speakers. All for just £250. (Unwanted Xmas present). Tel 021-707 3971.

SPECTRUM 128K with joystick, tape recorder and loads of games and mags for sale only. £70 ono. Phone (0483) 417512. Also for sale boys bike pro Jap BMX £65 ono and boys Raleigh 5 gear racing bike £25 ono. Same number.

SEGA Master system with light phaser and 9 games. vgc £150 ovno. Phone (0420) 476368 (Evenings).

SUPER Famicon (scart) plus Castlevania 4 and Super R-Type. Also US/Jap convertor. Only £195. Tel (07684) 86234.

NES with zapper and joypads. SMB 1 and Duck Hunt joystick and cycloid control with Mgeaman 2, SMB 3, Duck Tales, Boulderdash, Bayou Billy, Solar Jetman, Silent Servive, Gradius Snake and R & R. Will swap for SNES and 2 games or £250. Phone evenings (05394) 41070.

AMIGA A500 with 1 Meg upgrade. vgc. Everything boxed. Comes with mouse, 3 joysticks. All gc Also with about £600 worth software inc. many new games Parasol Stars etc. Also Deluxe Paint 4. Worth approx £,1000 will sell £500. Call Malc (0865) 67319 after 6pm.

NEW PC Engine duo scart lead with 10 CD ROM games and 3 joypads. Worth £950. Sell for £470. Contact Yunche on 071- 739 5656.

AMSTARD CPC464. Colour monitor. Fifty games. Built in tape deck and 2 joysticks. Worth £300. Will sell for £125. Phone 081-884 0116.

MEGADRIVE for sale. Runs all games. 7 top games including EA Ice Hockey and Robocop. Boxed. £220. Call (0538) 385079.

JAPANESE Megadrive. Including 6 games:- Populous, Sonic, Telmo World Cup with joypad. Still boxed. £200. Tel 051-722 6847 after 6pm.

NINTENDO 8-bit with 4 games Mario, Double Draon, Baseball. Also 52 in 1 gane cart. £125. Tel 051-722 6847 after 6pm.

NINTENDO for sale. 7 games and a brilliant joystick. Everything that is supposed to be boxed is. All this £180 ono. If you are interested phone Sam on (0865) 742120.

SPECTRUM +2 and over 50 games worth over £160 including Dizzy's Excellent adventures. £100 ono. Phone Jonathon on 081-668 9748 after 6pm.

MEGADRIVE Pal for sale. Runs all carts and 3 joypads and comes with 5 games. £240 or with 9 games for £320. Includes Road Rash and Streets of Rage. Phone Tom on (0442) 66062.

SEGA Master System. 2 joypads, light phaser, joystick rapid fire, unit 7 games including R-Type, Wonderboy 3, Golfamania, World Cup, Italia '90 + 2 built in games (Hang-on and Safari Hunt) Offers around £100. Call 021-4544196 Now !!

NINTENDO with 6 games for sale. Worth £260 but sell for half price £230 of offer. Games include Super Mario Bros 3 and Snake Rattle and Roll. Also advantage joystick (worth £40) Phone (0734) 472250 and ask for Robin.

GAMEBOY with Super Mario, Double Dragon, Operation C, Tetris. £100 or swap with PC Engine. Call Chris (0923) 248604 after 4.30pm.

JAMES POND 2, Robocop. Unwanted prize. £26. Also World Cup Italia '90. No box. £22. Sell both games for £42. Tel (0763) 249517.

GAMEBOY with Terminator 2, Flash, Beetlejuice and mystery game. Only £100. I also want ot swap Pitfighter or Mercs for Virgins Megadrive Terminator of Buck Rodgers. Please reply asap to Tyrone Davies, Cefneithin 38 Heol y Parl, Llanelli, Dyfed, Wales, SA14 7DE

ATARI Lynx handheld with Ninja Gaiden, Blue Lightening and Gates of Zedcon. £100 No offers. Ring 091-460 7010 any time.

NES for sale with 6 games, light gun and control pads. Interested? Call Martyn on (0476) 67360 evenings. £150 ono.

NINTENDO NES games A Boy and his his Blob, Rad Gravity, Punch Out, Duck Tales, Blades of Steel, Bubble Bobble, £25 each. Batman, Dr Marion £30 each. Phone (0734) 698722 and ask for Ross. If you get the machine then leave a message.

FOR SALE. Game cars for Megadrive and Famicon,. EA Hockey £20. F-Zero £25. Super Gouls £30, Pilot Wings £25, Top Racer (Lotus) Clone £30, Castlemania £20. Also Lynx £60 ono. Tel (0924) 274335 or 264630 and ask for Anthony after 11 Wakefield.

MEGADRIVE games for sale. Including John Maddens, Alien Storm, Eswat for £15-£25. Call Matthew on (0543) 432297.

NINTENDO NES plus 4 great games and light gun, Mario 1+3, Duck Hunt, Cobra and Triangle. £160 ono. Ring Stuart on 081-977 7430

MIRACLE piano teaching system and Nintendo games system with Super Mario. The keyboard has 128 instuments and sound affects and it teaches you how to play. The piano excellent bargain must be seen. Cost £380. Sell for £150. (boxed). Phone (0670) 363182.

NINTENDO for sale. Boxed with control pads, zapper, joystick and 5 games. Mint condition. £160. Interested? Phone 061-665 2301.

SEGA Game Gear with 5 games and adaptor. Games are Super Monaco GP, G-Loc, Dragon Crystal and Shinobi. All in superb condition. Boxed as new. Only £140 for everything. Phone Michael on (0298) 871605 after 5pm.

AMIGA 500 mint condition boxed. 3 months old. Mouse with mat. 2 joysticks, disk storage box, loads of games in Jimmy Whites Snooker, Alien Breed, Lemmings etc. All for £400 O.N.O. Tel (0297) 445412 and ask for Colwin.

GAMEGEAR 3 games Donald Duck, Dragon Crystal, Putt Putter Golf. Master gear mains adaptor. Bought Christmas. £160. Phone (0843) 589660.

NES!! for sale. 6 top games including SMB 3, Star Wars amd MM 2. 2 joypads, great condition. Everything boxed. Worth £310. Sell for £150. For the best deal in the whole mag call Mat on 081-977 5876.

FOR SALE. Nintendo + 3 games, Super Mario 1, Duck Hunt and Blades of Steel. Also light gun. For £110. Call Neil on (0865) 716737. Call me soon, bye.

MEGADRIVE GAMES: James Pond 2 and Quackshot, both as new £25 each. Also wanted F-Zero (Official SNES Version) £25. Phone (0243) 553012.

BRAND NEW NES for sale. Including Robot, zapper gun, 4 joypads, cleaning kit, 12 top selling games including Mario 1, 2 & 3, Mega Man 1 & 2, Duck Tails etc. Boxed with instructions. Worth £650. Sell for £385. Call (0789) 292513. Ask for Demis. Hurry!!

AMAZING! Jap Megadrive. Pal/Scart switchable. Runs 50/60 Htz for pal/full screen scart! Plus 16 of the best games (Sonic, Desert Strike, JM '92). Worth £700. Only £350. Plus Mean Machines 1-12 FREE!! Call James (0602) 472117 after 6pm.

BARGAIN Sega Game Gear including 4 games Castle of illusion, G-Loc, Shinobi, World Grand Prix, magnifier, game convertor, soft carry case. All boxed new condition. Worth £270. Sell for £200. Contact Paul on (0980) 70165.

NINTENDO games for sale.Kid Icarius, Goonies 2, MM2, Batman, World Wrestling, Blades of Steel, Ghostbusters 2, SMB 2, Rollergames, Bionic Commander. All for aroud £20 each. Please phone Chris on (0481) 54144. They don't have boxes or instructions.

MEAGDRIVE with Road Rash, Robocod, Desert Strike, Sonic, Madden '92, Quickshot, Golden Axe 1 & 2, 2 controllers, £300. Tel. (0428) 723484. New UK Super Nintendo with Mario World. All boxed, ring for bargain (0428) 723484.

NES plus 9 games, Mario's 1 & 3, Tetris, Gunsmoke, Pinball, Super Spike, Volleyball, Star Wars, Simons Quest, Captain Skyhawk and Game Caddy. Less than 6 months old, mint condition, worth £340, your for £220. Phone Graham after 6pm, (0254) 674030.

JAP MEGADRIVE plays all carts. Virtually new, inc. 6 games, JM '92, EA Hockey, Donald Duck, etc. 2 controllers, perfect condition, £240 ono. Phone Mike (0483) 763339.

FAMICOM GAME Lemmings £26, Super Ghouls 'n' Ghosts £26, Super EPF £24, Jerry Boy £24. Phone Nick on (0442) 873486.

PC ENGINE PAL TV boxed, vgc, includes Auto Fire, joypad, Sco-Mo joystick Formation Football, Dungeon Explorer SCI, Splatterhouse, Bloody Wolf £130. Tel. (0722) 337698.

MEGADRIVE and 4 games, like J. Maddens '92, Streets of Rage, 2 joypads, plays all carts, boxed, as new only £155 ono. Phone (0759) 304311.

SUPER FAMICOM (Pal), with 7 games including, Mario, F-Zero, Pilotwings, Final Flight, UN Squadron, Actraiser, Goeman, 2 joypads, PSU. Best money offer, Megadrive, PC Engine, swap secures deal. Contact: Allan Dean, 49 Robertson Drive, New Elgin, Elgin, Moray, Scotland IV30 3ET.

FOR SALE Nintendo game, called Totally Rad, in good condition. PH. Tel. (052) 789920. Ask for Warrick Fulford.

NES AND SMB 1 & 3, Gremlins 2, Castlevania 1 &2, Punch Out. Ten months old, excellent condition £149 ono. Tel. 081-299 2753.

SIMPSONS Videos over 20 hrs. worth, for details send sae to: Karl Linder, 19 Westacre Gardens, Stechford, Birmingham B33 8RD.

PC ENGINE (Scart). Mint condition (boxed) with 1 game. £85. Tel (0443) 431995.

NES FOR SALE. 4 games included. Good condition. All boxed except games. £85 ono. Ring Paul on 071-627 0276. (Battersea).

NES 7 games including Mario 1 and J.N. Golf.Brilliant condition. All boxed with instructions. Bargain at £195. Phone Max on (0303) 265610.

MEGADRIVE for sale. Great games. All boxed. For £200 ono or swap for Super Nintendo. Ring Sam on 071-722 4726.

FOR SALE 6 fab Gameboy games. Very cheap. Call Yan on (0525) 261577.

CD PLAYER, Phillips portable, all the functions. £120 or swap for 3 Famicon games. After 6.30pm Benjamin (0242) 870525. Boxed and instructions.

GAMEBOY with 9 games. Tennis, Solarstriker, Golf, World Cup, Fortress of Fear, Chase H.Q., Buggs Bunny, Batman and Tetris. Including Magnifier, light and hard carry case. Like new. £140. Tel 061-426 0606 between 9.5pm.

B.H.P. Sorry, wrong. NES for sale + 7 games for only a year old £140. Get in quick before I change my mind! Games include Mario 3, Mega Man, Skate or Die, Duck Tales etc. Works fine. Great P. Benjamin after 6.30 pm. (0242) 870525. It won't hurt to ring !

NINTENDO for sale with SMB, SMB 3, Duck Hunt and Life Force. Everything unboxed and no instructions. Worth £165. A bargain at £100. Phone Tom (058) 475375.

SEGA GAME GEAR. AC adaptor. 2 excellent games. All boxed. Mint condition. 3 months old. £90. Ring Ian 051-426 0637.

NINTENDO excellent condition. 3games, 2 hand controllers. Only 3 months old. £80 ono. Rring (0325) 312275. Ask for Wesley.

GT HANDHELD. Costs £250 with game. Buy mine £200 with 5 games including Splatterhouse. Phone Chris Chang (0225) 837125. 7-8pm.

SEGA Megadrive Pal, Jap. In very good condition, boxed, joypad and 3 games, Golden Axe, Runark (Growl) and Mercs. All games are boxed with instructions. Worth over £200. Sell £130. For more details phone (0934) 713389 after 5pm. Ask for Adam.

MEGADRIVE with Toejam and Earl, Phantasy Star 3, Ghouls 'n' Ghosts and Super Hang-On. For £180 or sell games seperatly. Tel 061-633 5012.

MEGADRIVE games for sale. Strider, PGA + more. £15 + P & P £1. Gamesboy games. WWF + more £14 + P & P £1. Tel. (0553) 761184. 4-5pm.

COM 64. Excellent condition with joystick, cassette recorder and light gun. 100 games including Eswart, Barbarian 2, Paperboy, Operation Wolf and many more. All for only £110. Ring Ozzie after 4pm. 081-857 9808.

UK MEGADRIVE 6 months, guarantee, 2 control pads, Jap adaptor. 6 games JM 92, Altered Beasts, EA Hockey, Thunder Force 3, Sonic and Streets of Rage. All leads. As new. £200 ono. Tel (0484) 510837 evenings only.

NINTENDO NES with 2 controllers including Star Wars, Bionic Commander, Goonies 2 and Blades of Steel. Also lots of copies of Mean Machines. All for £100. Phone Joe on (0923) 221288. Also Yamaha keyboard PSS-780 for £150.

NINTENDO for sale. 7 games. Includes SMB 1, 2 & 3, DD2 and 4 more games. NES advantage joystick and 2 controllers all for only £200. For info phone (0582) 767802. Open for bargaining.

FOR SALE. Mercs (US) £25 (88%). Ghouls 'n' Ghosts (UK) £25 (93%). Gaires (Jap) £17 (84%). May swap games. Prices are negotiable. Contact Saj 081-803 2988 after 7pm.

AMSTRAD CPC464. 100 games including After Burner, Robocop, Shinobi, Midnight Resistance, Strider. Colour monitor and joystick icluded. Everything in good condition. Selling for £130. Surrey area only please. Ring (0932) 863856 to find out details.

MEAN MACHINES Issues for sale. 1-10 reasonable condition. Also (C+VG/Mean Machines) complete guide to consoles 1-4. Good condition. Will split. Any reasonable offers. If interested. Tel (0283) 761225 evenings please and ask for Damian.

NES for sale with 5 games SMB 1+ 3, TMHT, Megaman 2 and SR & R. Bargain at £110. New £310 plus Nintendo organizer. Phone 081-672 6245.

MEGADRIVE GAMES Spiderman (91%), Batman (83%), Mickey Mouse (93%) + any currently available game (£35 or less) of your choice. Only £100. Gameboy Terminator 2- will swap for Price of Persia, Marble Madness, Gauntlet 2 or any other game. D. Haigh 124 Rye Lane, Pellon, Halifax, W.Yorks, HX2 0QP.

ZX SPECTRUM +2 with joystick, light gun and about 30 games. Sell for £65 ono. Call (069185) 339. Now.

LYNX 6 games including California games, Blue Lightening, Rampage, Gauntlet 3, Roadblaster and Viking Child. Also pouch. Will not use PSU but willing to knock it off the price. Worth over £300 but will sell for £130. Ring 081-863 8914.

GAMEBOY games for sale or swap. Robocop 2 and Blades of Steel. Want Terminator 2 and other games. Call (0778) 560691.

JAPANESE Megadive for sale with 4 games John Maddens Football, World Cup Soccer, Phelios and Gynoug plus convertor and 2 control pads. Worth over £200. Will sell for £150 or swap for Super Nintendo with at least 1 game. Phone Richard 081-360 1129.

MEGADRIVE for sale. Runs all carts. 2 controllers, 10 controllers including Desert Strike, EA Hockey, JM 92, Streets of Rage, PGA Tour Golf. £300 ono. Ask for Mark on (0543) 425622.

PC ENGINE (scart) boxed in excellent condition with joypads and 3 games. £120. Also PC Engine games for sale (or swaps £3.50). Sega or Nintendo wanted (any model) may swap/part ex for above or pay cash. Telephone (0977) 704400.

LYNX II for £105 with California games or £205 with Warbirds, Rampage, Ninja Garden, Checkered Flag, California games and power adaptor. Phone 071-700 4168 If interested or if you would like to make another deal. Mint condition and boxed.

SUPER FAMICOM (scart) 5 classic games. Mario, F-Zero, UN Squadron, Golf and Soccer. Excellent condition. Only £250. May accept offers. Stephen 081-657 3716

COMMODORE 64 for sale with tape deck, joystick and 34 games. Will sell for £80. Call Matthew on (0473) 711697.

MASTER SYSTEM 1. 2 joypads, light gun, joystick, 7 games inc Shinobi, Pro Wrestling and R-Type. £100 (0782) 633204.

NINTENDO NES fully boxed with SMB 1. 4months old. As good as new. Absolute bargain. £50 ono. (0695) 632794.

MASTER SYSTEM with light phaser and control pads and joysticks plus 12 games. Only £100 Tel. (09238) 21038.

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NEW GAME PREVIEW

HOT CONSOLE GAMES COMING SOON...HOT CONSOLE GAMES COMING SOON...

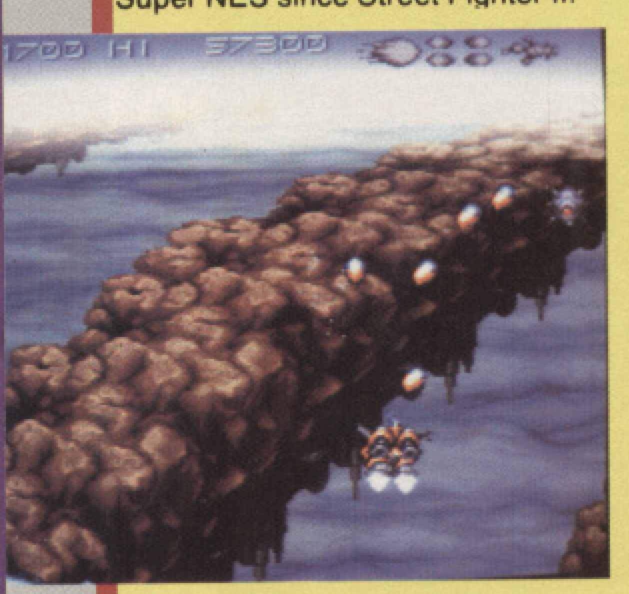
Over the past couple of years, Konami have carved out a reputation as one of the top developers for the Super NES. Their latest blockbuster is Axelay, which is shaping up as one of the hottest shoot 'em ups for the 16-bit Nintendo.

As you might have gathered, the basic idea is quite simple. Just take your ship into enemy territories and kick some xenomorph ass! However, Axelay isn't like your common or garden shooter - it's packing some of the most amazing graphics, sound and playability yet seen in such a game!

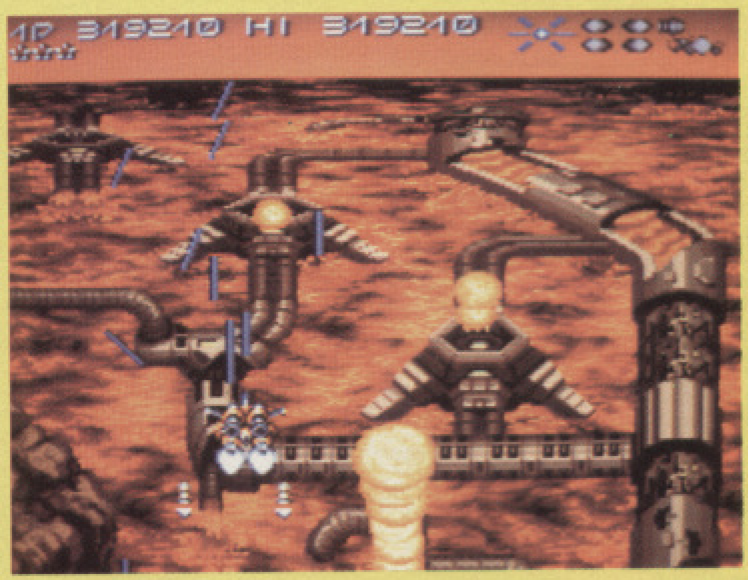
Take a peek at our exclusive preview for more details on what looks like being the greatest game on the Super NES since Street Fighter II!







▲ *Avoid the rocks or die!*



▲ *Look out below! Dodge the fiery plumes.*



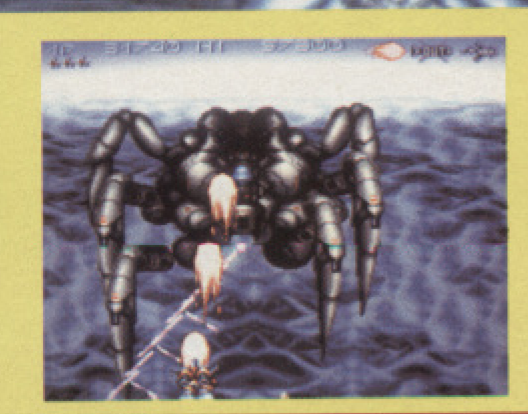
▲ *Hat-related antics - level three's boss.*

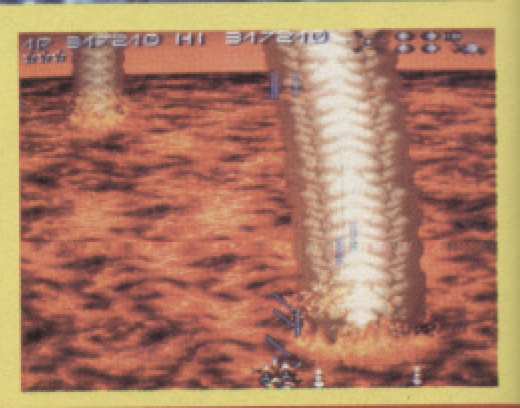
POWER-UP BONANZA

As you might expect from an epic game like Axelay there's a veritable bonanza of choice power-up weaponry! Extra weapons aren't collected during the levels. You actually choose which gear you want at the beginning of each stage. This selection increases with every level you complete. Weapons included are beam lasers, 360 degree blasters, rockets, bombs, normal weedy front-fire and a high-power plasma cannon! You carry three weapons at a time and you can select between them at will during the blasting activities.











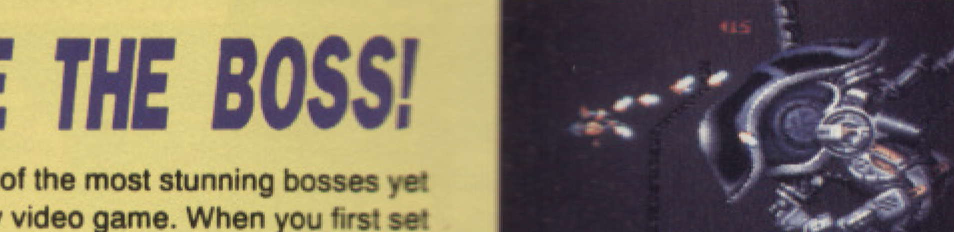
▲ *They say lightning never strikes twice. It might in this game so be careful.*

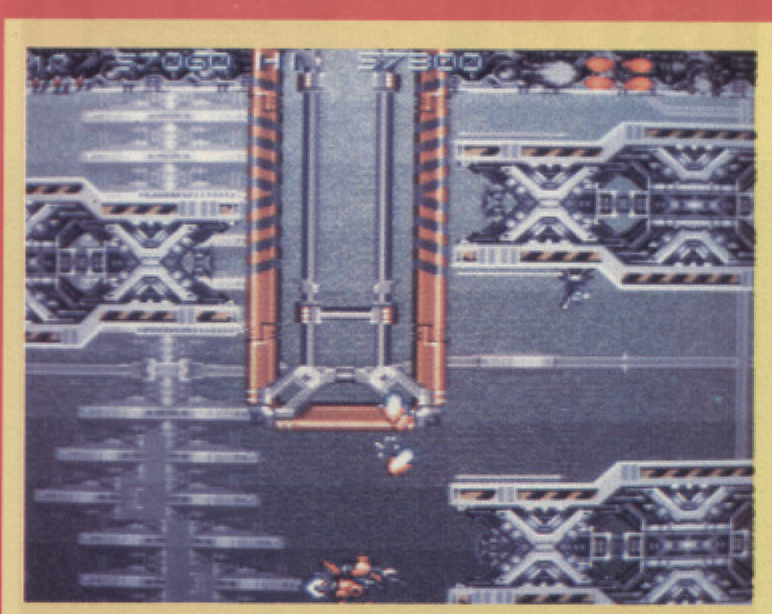
STYLE TWO

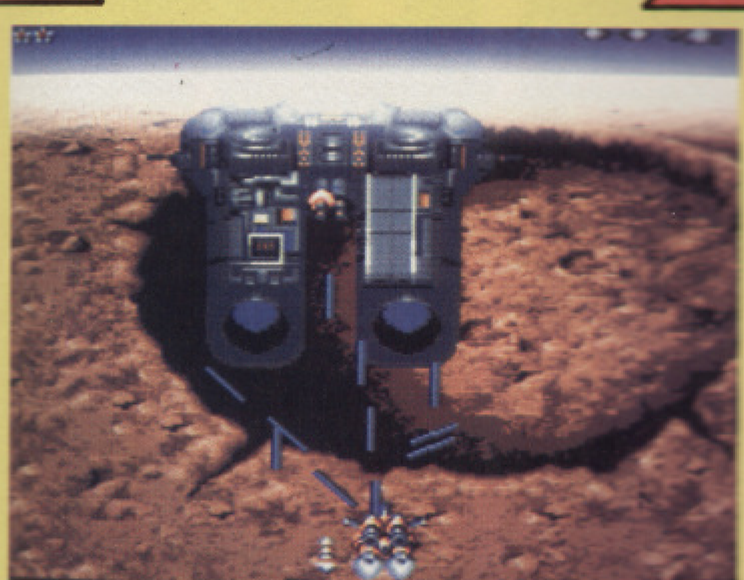
This stage of the game is quite a lot like R-Type in terms of presentation. It's mostly horizontally scrolling action, although some levels enable you to travel up and down as well. Indeed, one level is set inside a massive cave complex, with some of it submerged under water! Many routes both below and above water are available to travel through. Once again, for these levels, astounding graphics and sound are the orders of the day!

AXELAY





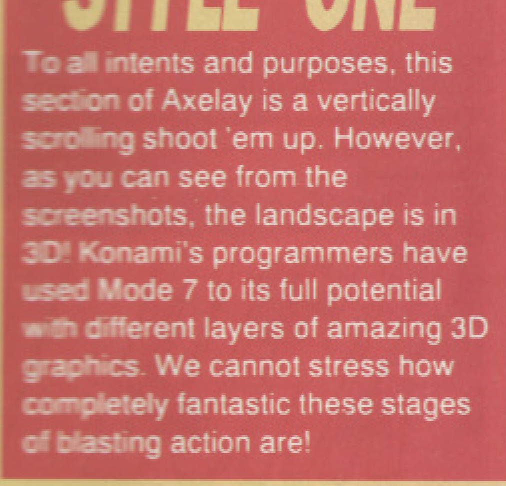


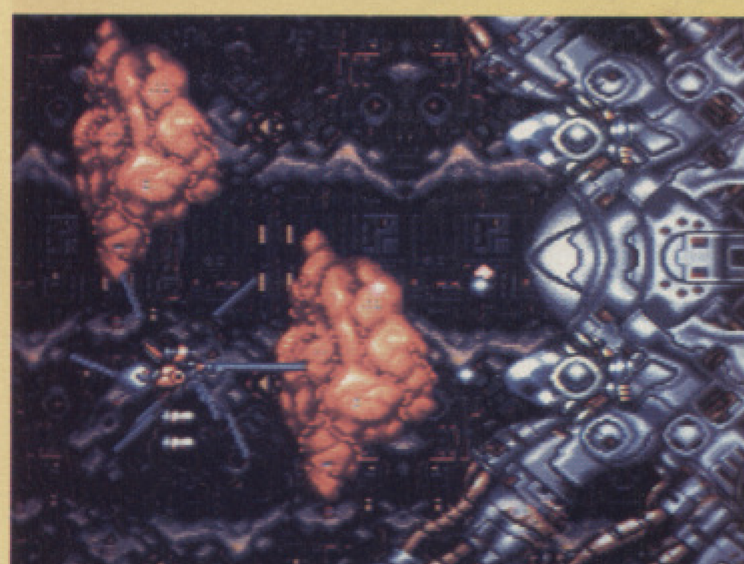


▲ *Shoot the lasers of this binocular boss!*

STYLE ONE

To all intents and purposes, this section of Axelay is a vertically scrolling shoot 'em up. However, as you can see from the screenshots, the landscape is in 3D! Konami's programmers have used Mode 7 to its full potential with different layers of amazing 3D graphics. We cannot stress how completely fantastic these stages of blasting action are!

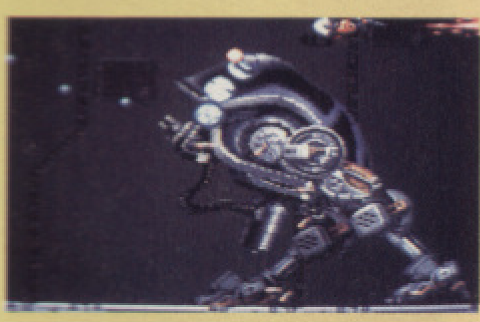




YOU'RE THE BOSS!

Axelay boasts some of the most stunning bosses yet incorporated into any video game. When you first set eyes on the massive spider on level one, with its stunning webs and lasers, you'll be stunned. However, there is better still to come. A fully animated ED-209 lookalike, complete with lasers and searchlights awaits! One of the most stunning bosses of all is an enormous fire demon. He attempts to grope you into a molten oblivion with his stunningly-animated hands - and he breathes fire too! There are many other delights in store as well. Wait for the MEAN MACHINES review for the full lowdown!









SUPER NES

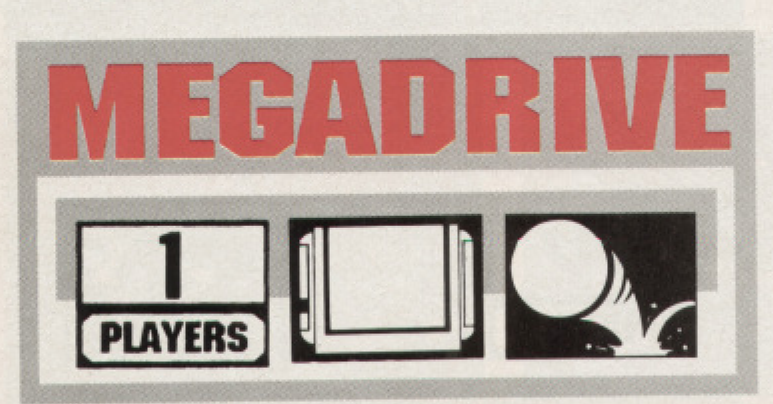


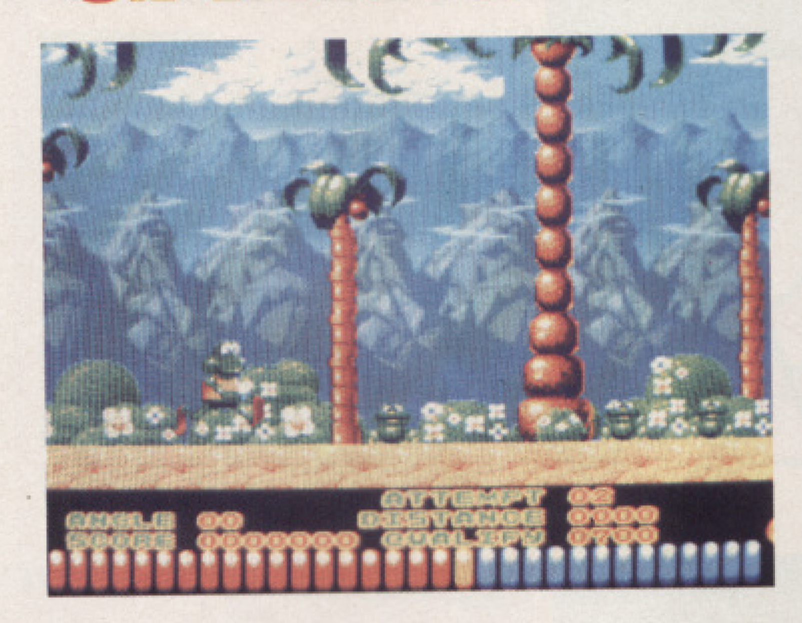
THE OFFISHAL AQUATIC GAMES

James Pond is back in yet another EA Megadrive game! However, this time the fish-like secret agent has taken time out from his espionage capering and is training up for his next assignment.
The Offishal (doh!) Aquatic Games, Starring James Pond and the Aquabats is a multi-level sports sim with a decidedly marine feel. There are eight different events to participate in.
Some of the stages are just straightforward button smashers, like the 100m Splash, whilst others are a lot more individual. For example, in the Feeding Time event, it's your job to feed the hungry fish and save them from the evil fishermen who are trying to bait them with various sweeties!
Other events include Shell Shooting, which involves jumping on shells thus making them fly into the air, and then catching them in a large bowl! Kipper Sitting casts you as a seal charged with the task of looking after your sleeping pups who are constantly at risk from an avalanche of falling beach balls!
We've had a good look at the Offishal Aquatic Games and came away quite impressed. As you can see, the graphics are truly superb and provide a brilliant atmosphere for the game. However, you'll have to wait for the definitive MEAN MACHINES review!



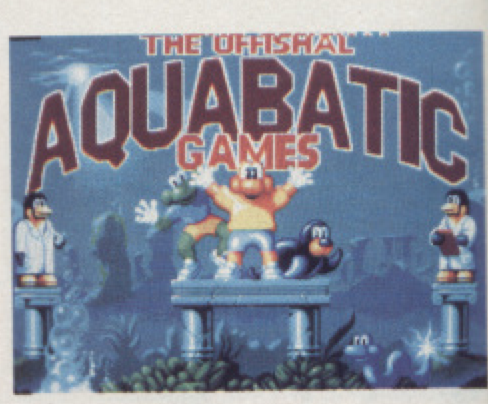
▲ ***High excitement here in the 100m Splash. Guide James Pond to the finishing line by hammering away on your joypad buttons! Don't let up or you won't qualify!***











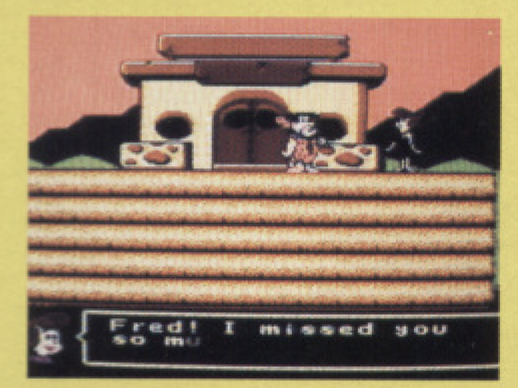


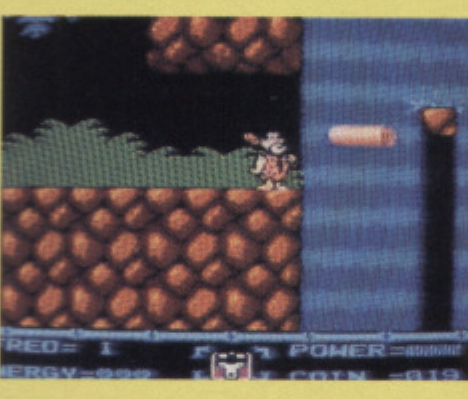


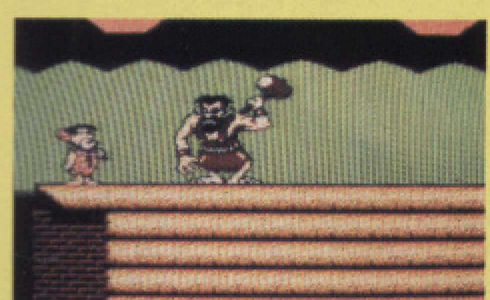
THE FLINTSTONES

The animated antics of The Flintstones are heading for a Nintendo near you! In this game, Fred Flintstone has to rescue Betty Rubble and his beloved Wilma from the twisted clutches of a being from the 30th Century! To achieve this he must collect pieces of a time machine, put 'em together and bundle the nasty alien back to the time from whence he came.
As you can see, this is yet another excuse for a Nintendo platform game! However, the game features characters from the mega (?) Hanna Barbera "animated" TV series. What's more, this game successfully manages to capture the look and feel of Bedrock and all its inhabitants!
But how does the game play? We shall reveal all when we review this game in the very next issue of MEAN MACHINES! Yay!

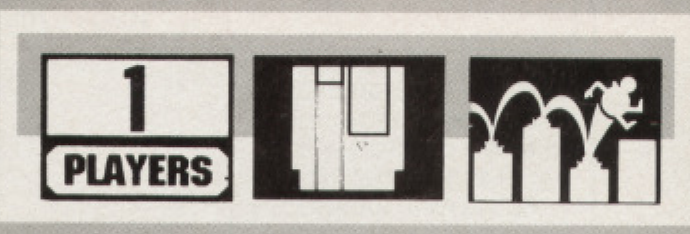






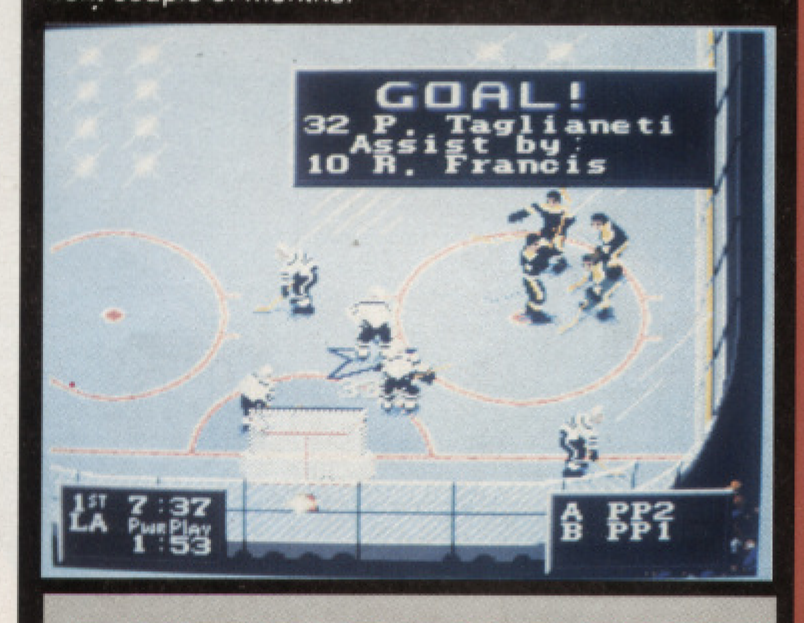


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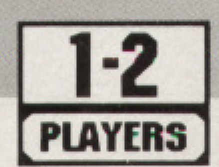


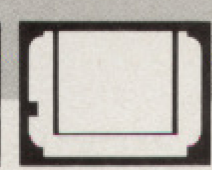
NHLPLA HOCKEY '93

Electronic Arts are attempting to top their own best-selling hockey simulation, EA Hockey! They've put the original Park Place programmers onto the job and they've come up with NHLPLA Hockey '93!
From the accompanying screenshots, you might not think there's much difference between this new version and the original, but EA are quick to point out that this version IS fully licensed from NHL. The NHL Players Association (the PA in the title) have also endorsed this smart sports sim. This basically means that this version of the game has all the official NHL teams and world famous players like Wayne Gretzky and Mario Lemieux! Coo!
Electronic Arts are also promising to tweak the gameplay and make this brill game even better than the original - a somewhat difficult task since the first game received 95% in this very mag! We'll let you know if EA succeed when we review the game in the next couple of months.



MEGADRIVE



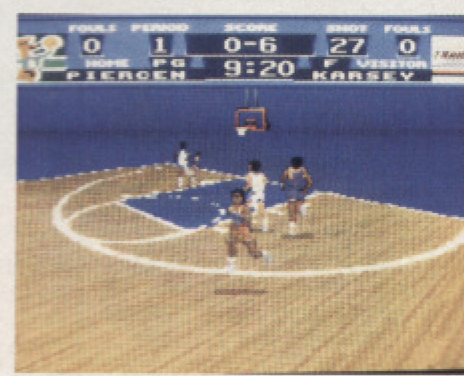




SUPER SLAM DUNK

There's not much in the way of basketball games out on the Super NES at the moment, but Halken have set things right by releasing Super Slam Dunk - available now as a Japanese import.
The game has just about everything you'd expect from a basketball game. There are four divisions of basket-related action with many teams competing in each one. Full manager options are available as well. However, the best thing about Super Slam Dunk is its innovative viewpoint! The game actually spins around and scrolls using the Super NES's mode 7, portraying the game in stunning 3D.
The game is finished and looks like being quite smart. However, we haven't had time to give it the full MEAN MACHINES treatment yet. Look out for a review in a forthcoming issue.

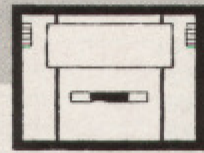




▲ *A player attempts to position himself for a highly difficult three-point shot! Will he do it? Who knows?*

SUPER NES







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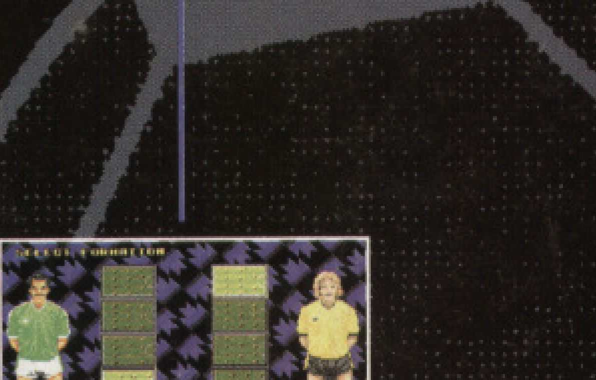
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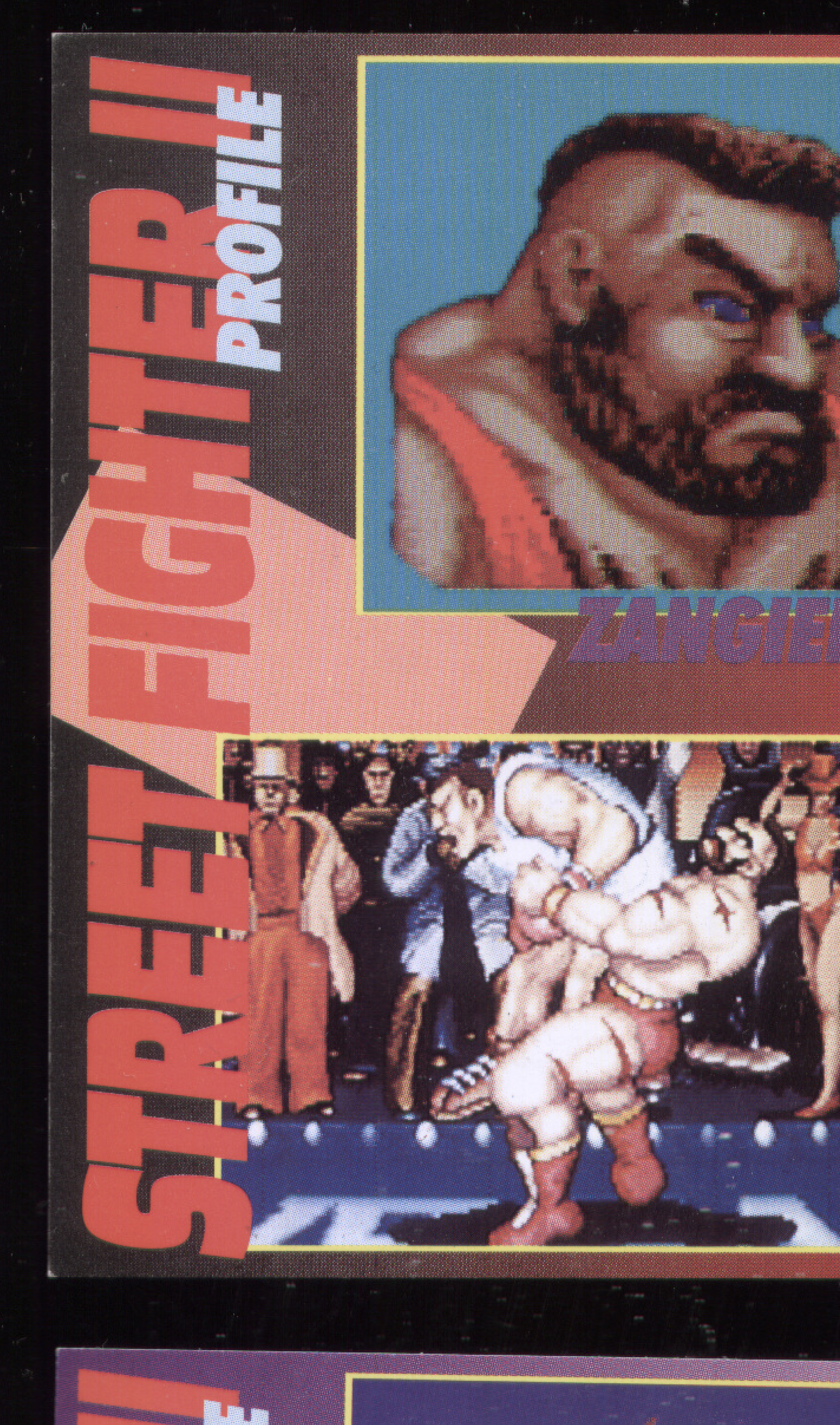
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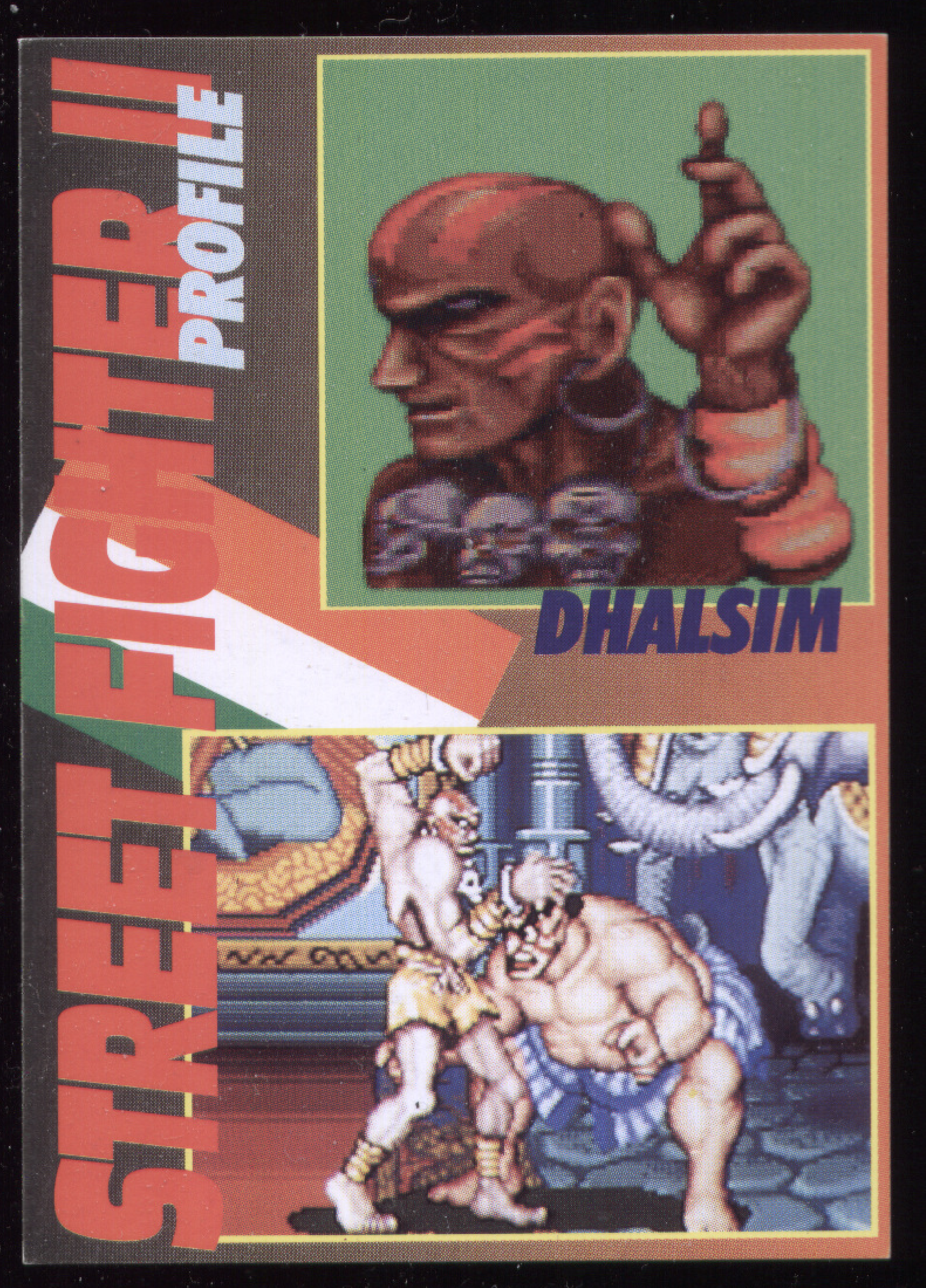

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"MY STRENGTH IS MUCH GREATER THAN YOURS."
STYLE: WRESTLER
ORIGIN: RUSSIA
HEIGHT: 211 cm
WEIGHT: 115 kg
Double Lariat
Screw Pile-Driver
"GET LOST, YOU CAN'T COMPARE WITH MY POWERS!"
STYLE: SHADOW
ORIGIN: ?
HEIGHT: 182 cm
WEIGHT: 80 kg

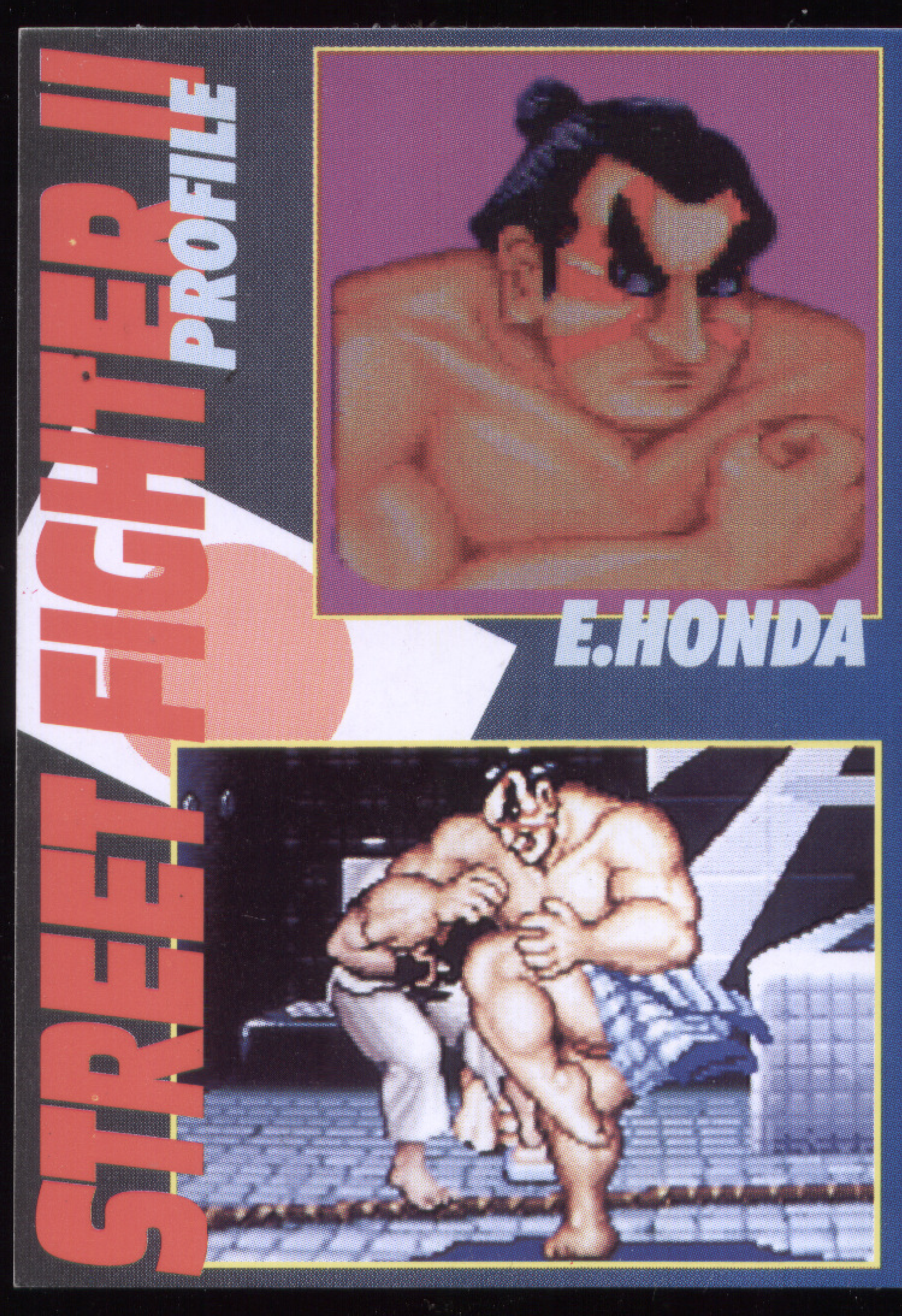

STREET FIGHTER II
PROFILE
KEN


STREET FIGHTER II
PROFILE
CHUN LI


STREET FIGHTER II
PROFILE
M.BISON


STREET FIGHTER II
PROFILE
ZANGIEF


STREET FIGHTER II
PROFILE
DHALSIM

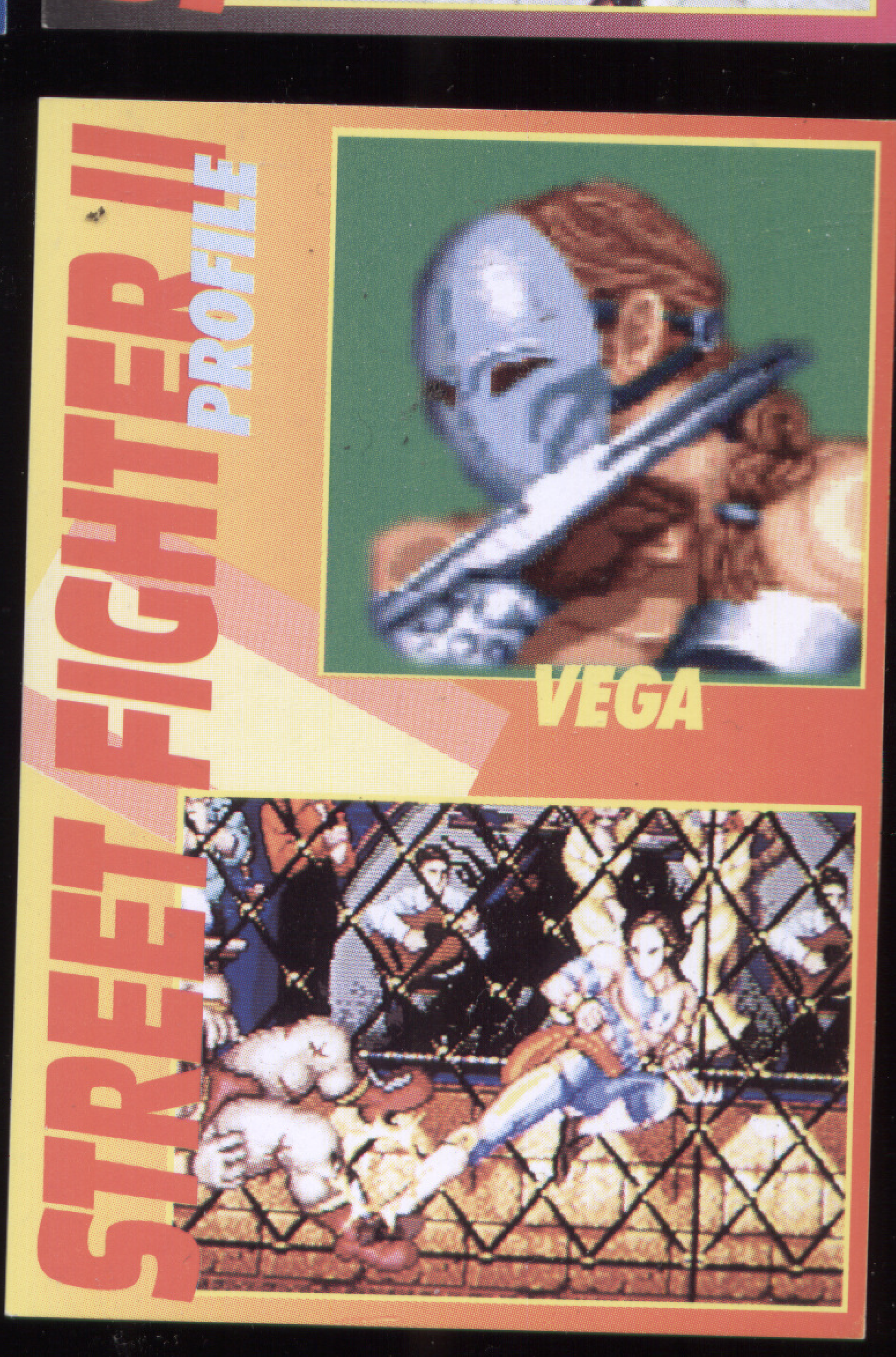

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E.HONDA

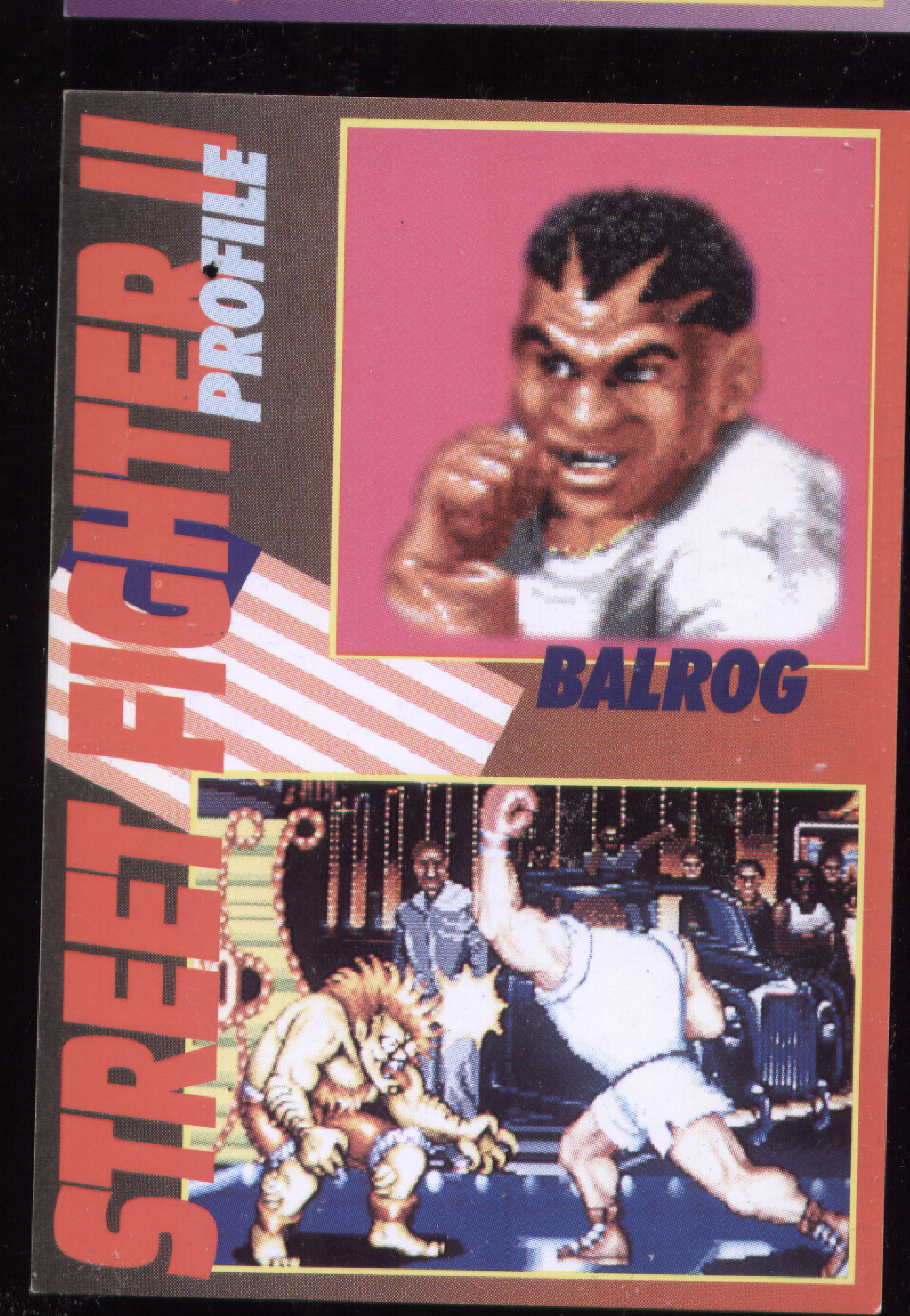

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PROFILE
GUILE


STREET FIGHTER II
PROFILE
BLANKA

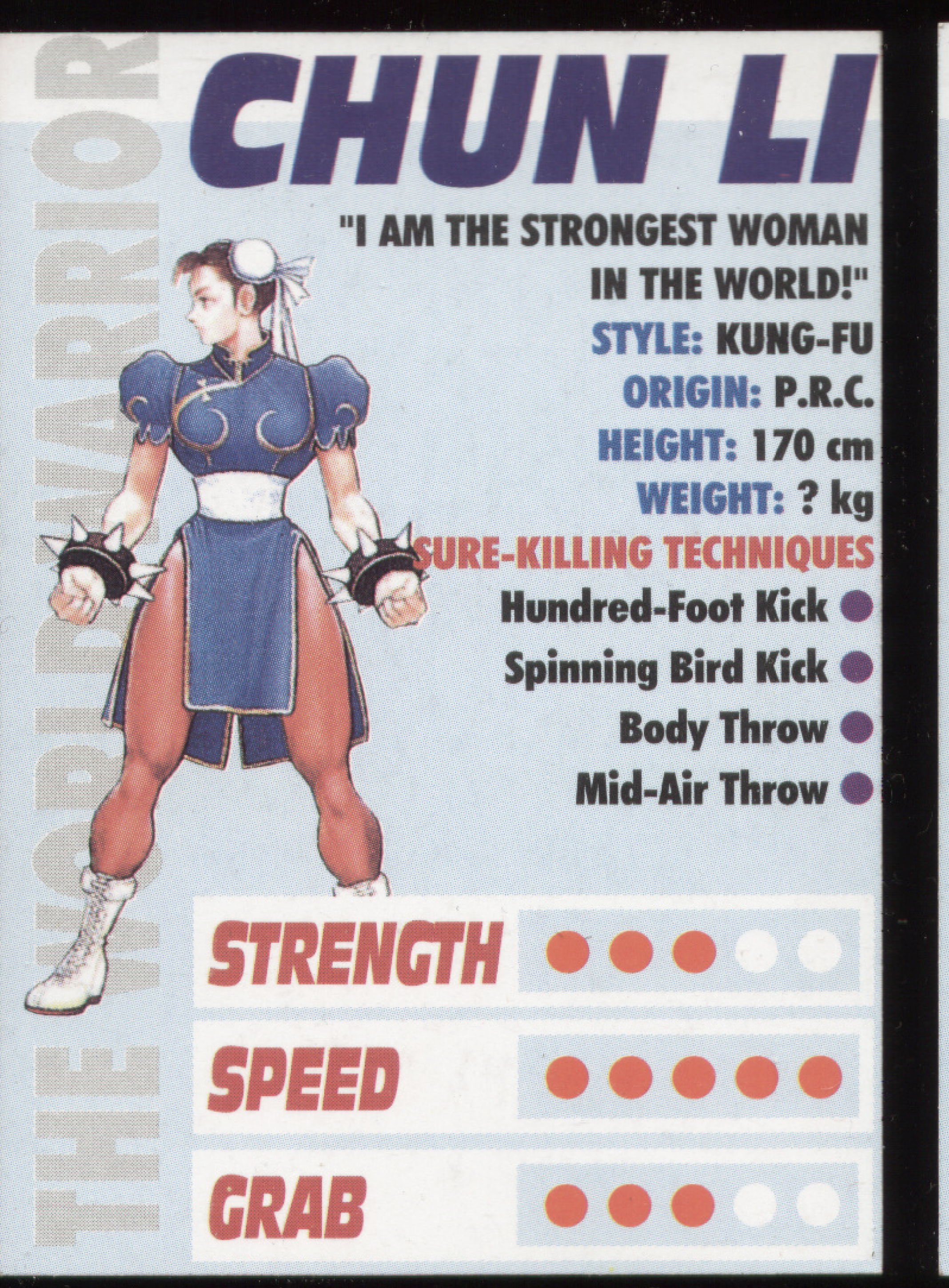

STREET FIGHTER II
PROFILE
SAGAT

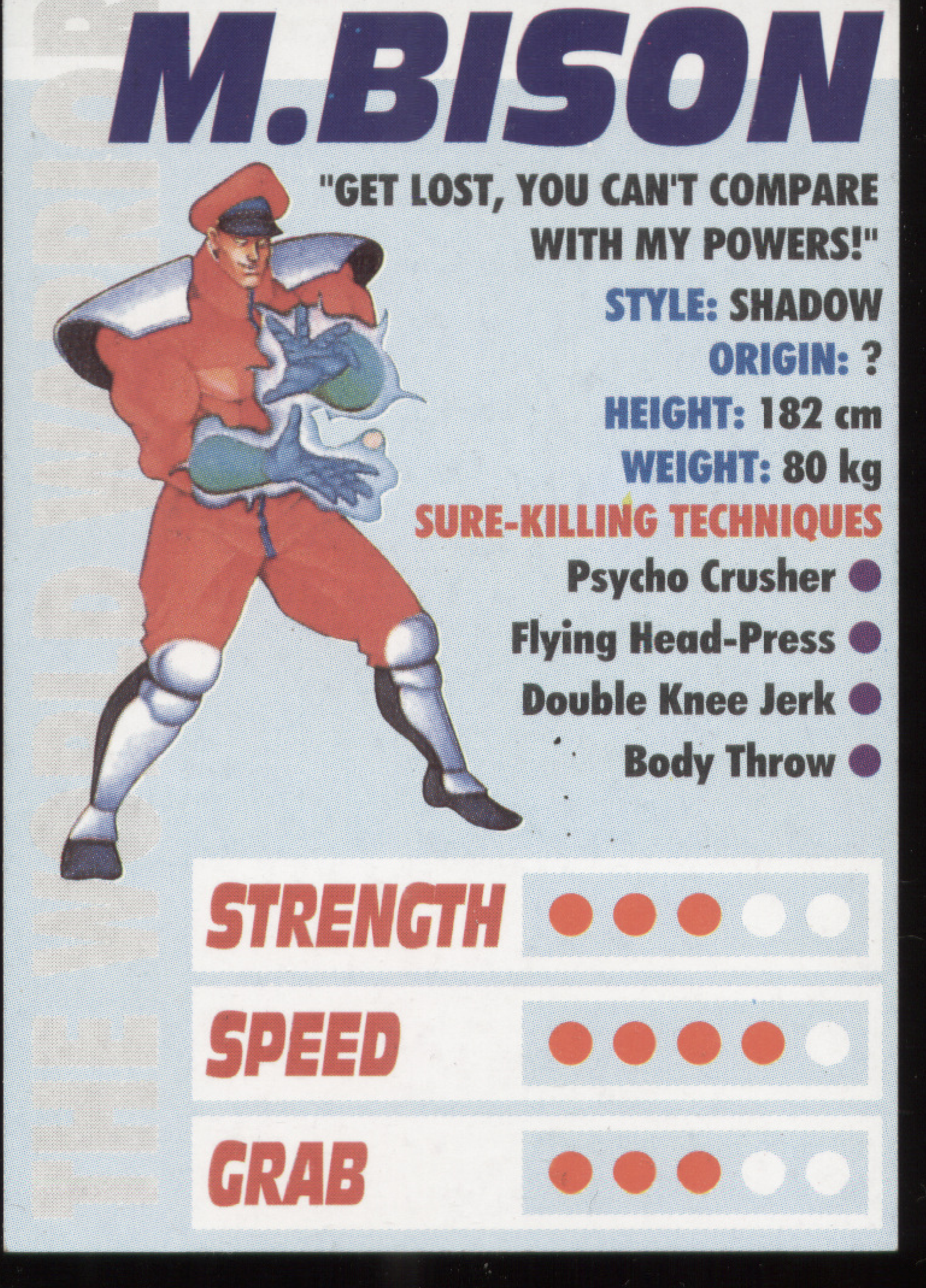

STREET FIGHTER II
PROFILE
RYU


STREET FIGHTER II
PROFILE
VEGA


STREET FIGHTER II
PROFILE
BALROG


KEN
"ATTACK ME IF YOU DARE, I WILL CRUSH YOU."
STYLE: KARATE
ORIGIN: U.S.A.
HEIGHT: 176 cm
WEIGHT: 76 kg
SURE-KILLING TECHNIQUES
Dragon Punch
Cyclone Punch
Hurricane Kick
Body Throw
STRENGTH
SPEED
GRAB
THE WORLD WARRIOR

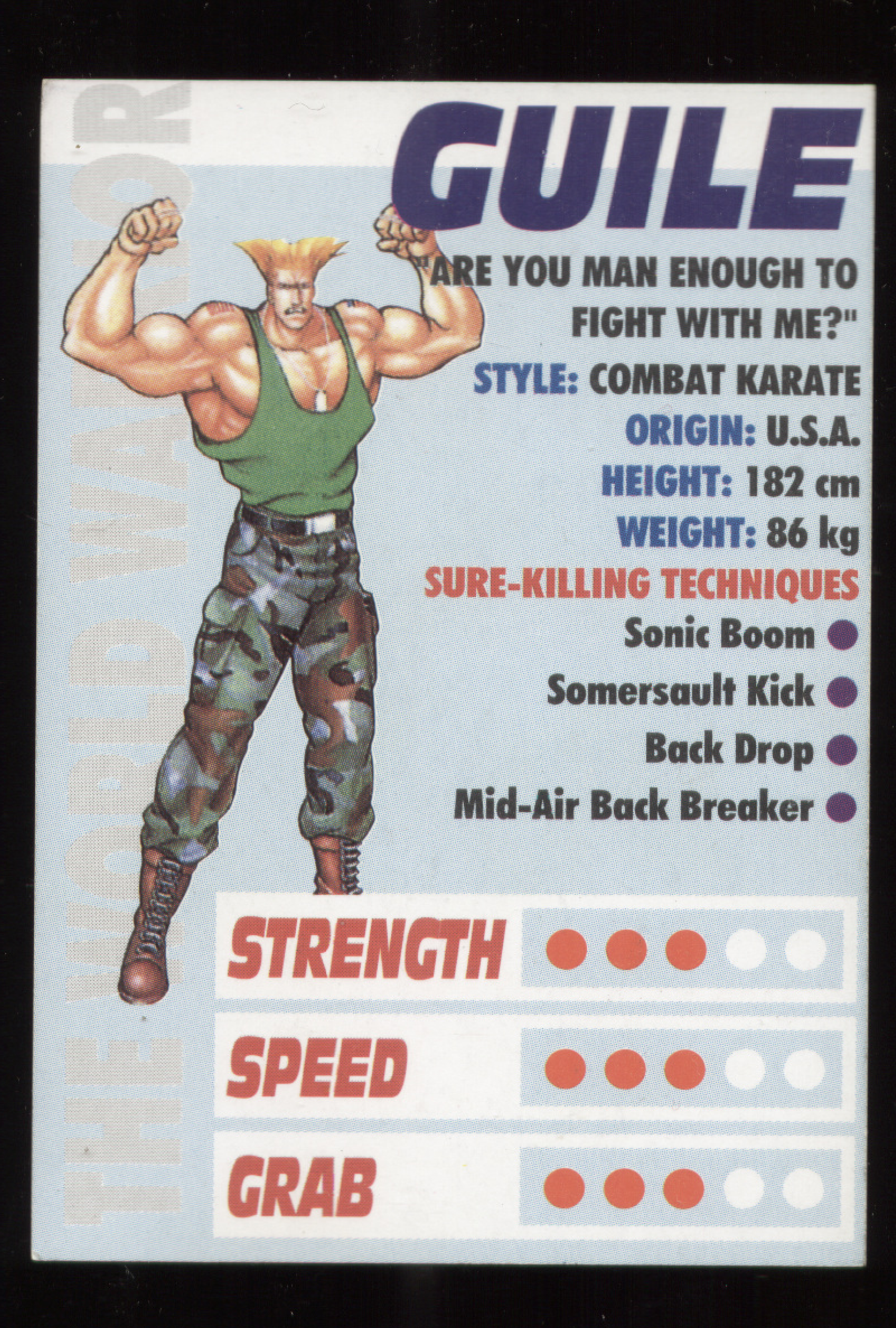

CHUN LI
"I AM THE STRONGEST WOMAN IN THE WORLD!"
STYLE: KUNG-FU
ORIGIN: P.R.C.
HEIGHT: 170 cm
WEIGHT: ? kg
SURE-KILLING TECHNIQUES
Hundred-Foot Kick
Spinning Bird Kick
Body Throw
Mid-Air Throw
STRENGTH
SPEED
GRAB
THE WORLD WARRIOR


M.BISON
"GET LOST, YOU CAN'T COMPARE WITH MY POWERS!"
STYLE: SHADOW
ORIGIN: ?
HEIGHT: 182 cm
WEIGHT: 80 kg
SURE-KILLING TECHNIQUES
Psycho Crusher
Flying Head-Press
Double Knee Jerk
Body Throw
STRENGTH
SPEED
GRAB
THE WORLD WARRIOR


ZANGIEF
"MY STRENGTH IS MUCH GREATER THAN YOURS."
STYLE: WRESTLER
ORIGIN: RUSSIA
HEIGHT: 211 cm
WEIGHT: 115 kg
SURE-KILLING TECHNIQUES
Double Lariat
Screw Pile-Driver
Brain-Buster
German Suplex
STRENGTH
SPEED
GRAB
THE WORLD WARRIOR

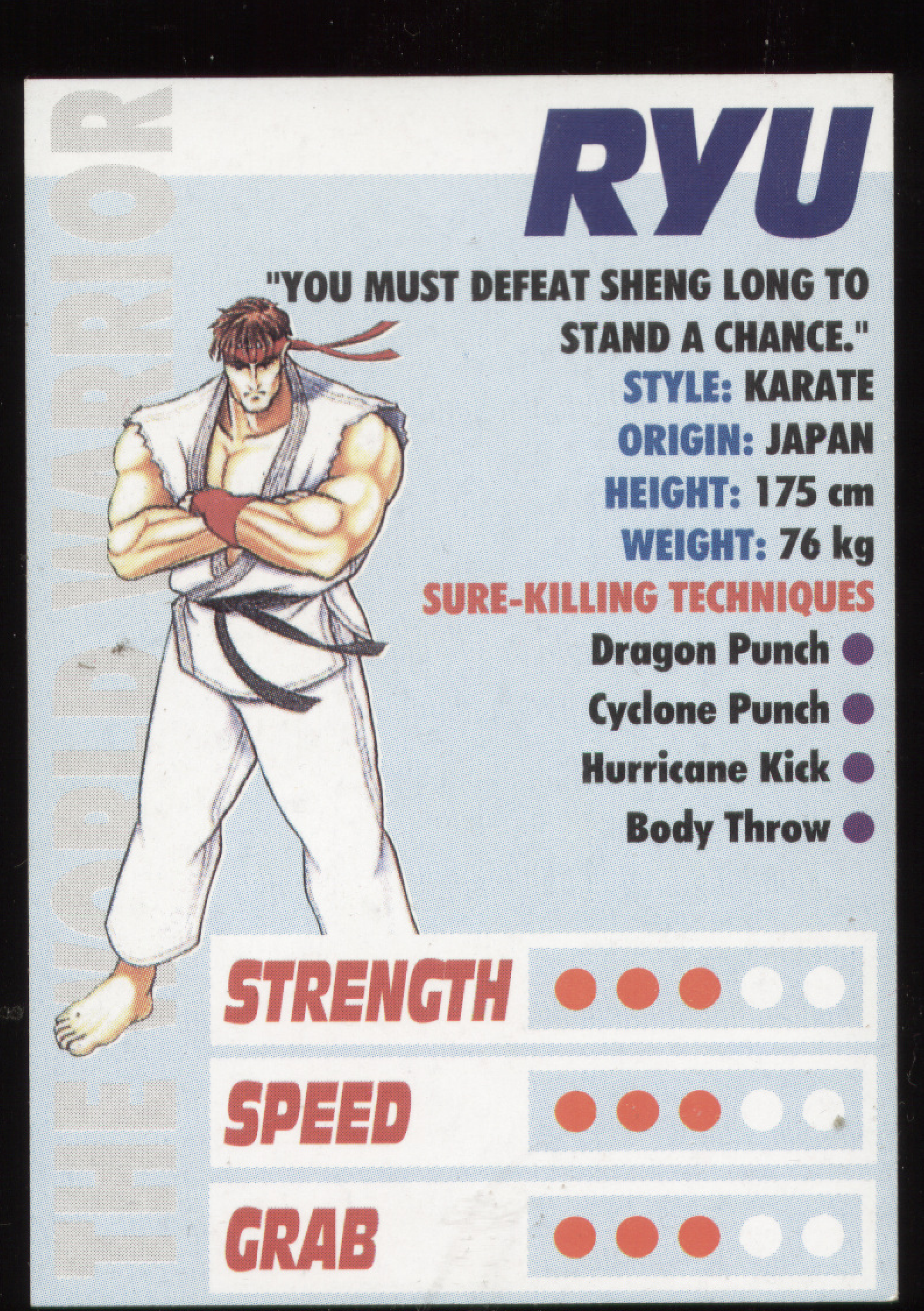

DHALSIM
"I WILL MEDITATE, THEN DESTROY YOU!"
STYLE: FULL-CONTACT YOGA
ORIGIN: INDIA
HEIGHT: 175 cm
WEIGHT: 48 kg
SURE-KILLING TECHNIQUES
Yoga Flame
Yoga Fire
Yoga Spear
Yoga Head-Bash
STRENGTH
SPEED
GRAB
THE WORLD WARRIOR

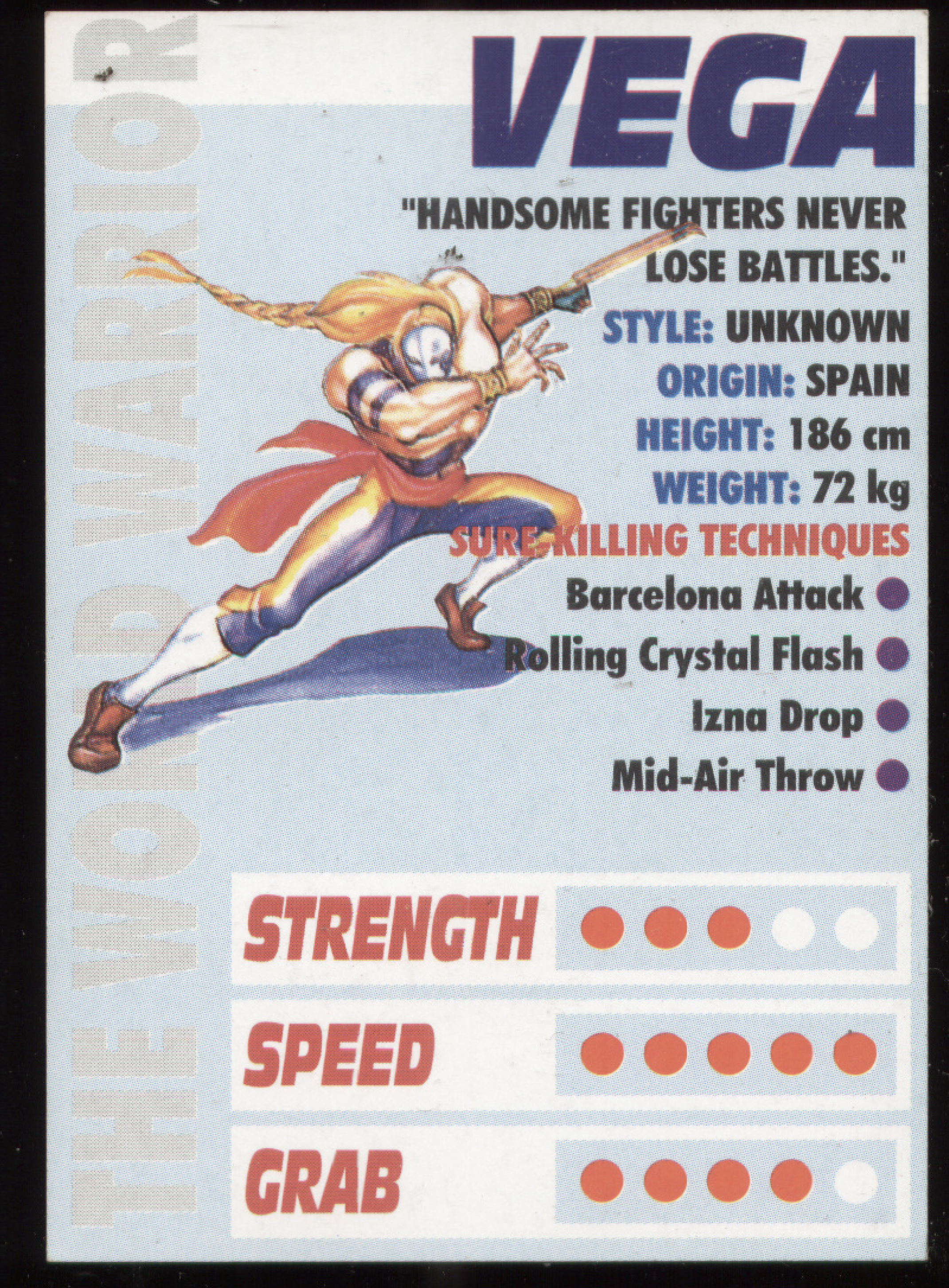

E.HONDA
"CAN'T YOU DO BETTER THAN THAT?"
STYLE: SUMO
ORIGIN: JAPAN
HEIGHT: 185 cm
WEIGHT: 137 kg
SURE-KILLING TECHNIQUES
Hundred-Hand slap
Flying Head-Ram
Body Crush
Body Throw
STRENGTH
SPEED
GRAB
THE WORLD WARRIOR

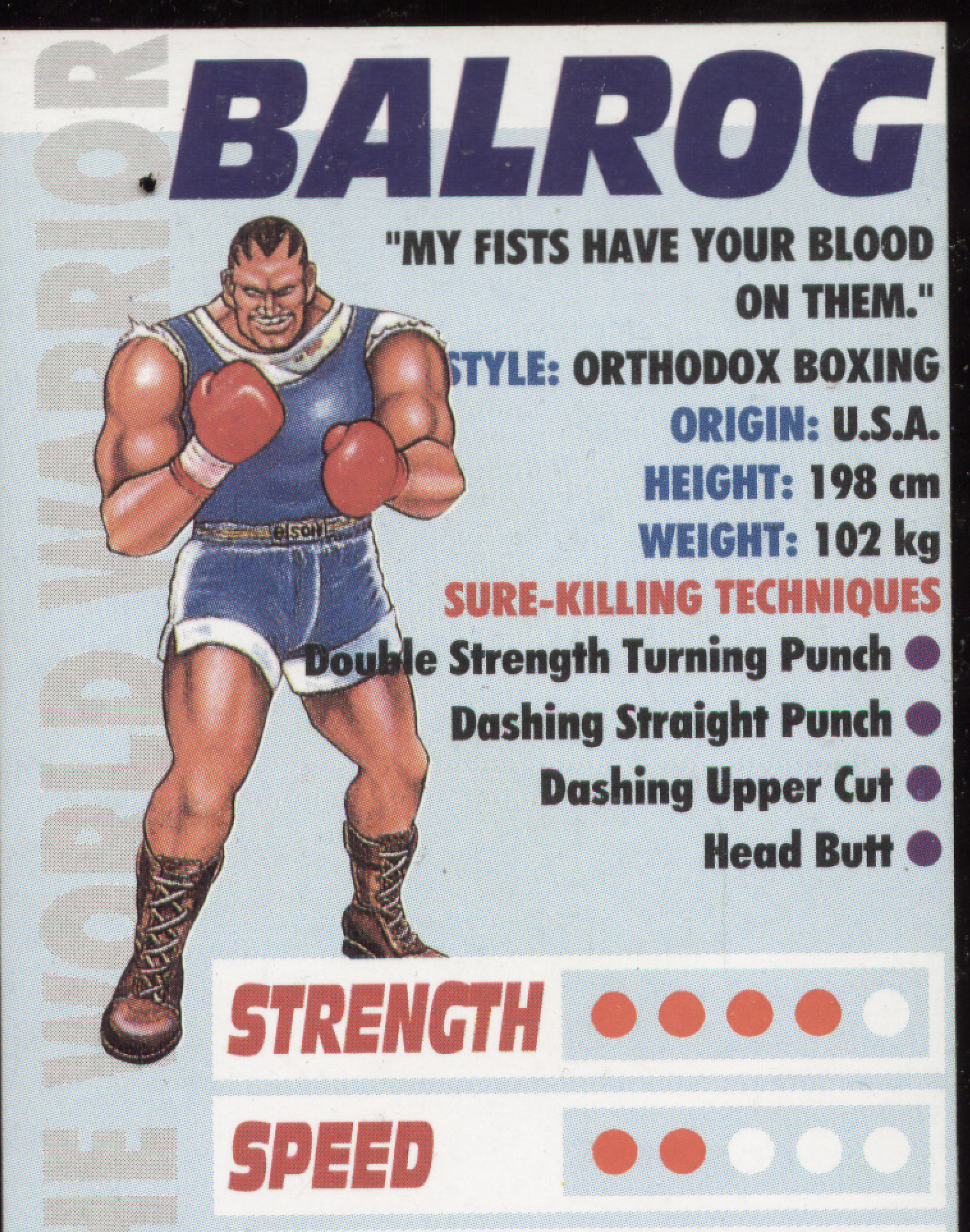

GUILE
"ARE YOU MAN ENOUGH TO FIGHT WITH ME?"
STYLE: COMBAT KARATE
ORIGIN: U.S.A.
HEIGHT: 182 cm
WEIGHT: 86 kg
SURE-KILLING TECHNIQUES
Sonic Boom
Somersault Kick
Back Drop
Mid-Air Back Breaker
STRENGTH
SPEED
GRAB
THE WORLD WARRIOR


BLANKA
"SEEING YOU IN ACTION IS A JOKE."
STYLE: BRAWLER
ORIGIN: BRAZIL
HEIGHT: 192 cm
WEIGHT: 98 kg
SURE-KILLING TECHNIQUES
Thunder Storm
Cannonball Spin
Neck Bite
STRENGTH
SPEED
GRAB
THE WORLD WARRIOR


SAGAT
"YOU ARE NOT A WARRIOR, YOU'RE A BEGINNER!"
STYLE: KICK BOXING
ORIGIN: THAILAND
HEIGHT: 226 cm
WEIGHT: 78 kg
SURE-KILLING TECHNIQUES
Tiger Shot
Grand Tiger Shot
Tiger Uppercut
Body Throw
STRENGTH
SPEED
GRAB
THE WORLD WARRIOR


RYU
"YOU MUST DEFEAT SHENG LONG TO STAND A CHANCE."
STYLE: KARATE
ORIGIN: JAPAN
HEIGHT: 175 cm
WEIGHT: 76 kg
SURE-KILLING TECHNIQUES
Dragon Punch
Cyclone Punch
Hurricane Kick
Body Throw
STRENGTH
SPEED
GRAB
THE WORLD WARRIOR


VEGA
"HANDSOME FIGHTERS NEVER LOSE BATTLES."
STYLE: UNKNOWN
ORIGIN: SPAIN
HEIGHT: 186 cm
WEIGHT: 72 kg
SURE-KILLING TECHNIQUES
Barcelona Attack
Rolling Crystal Flash
Izna Drop
Mid-Air Throw
STRENGTH
SPEED
GRAB
THE WORLD WARRIOR


BALROG
"MY FISTS HAVE YOUR BLOOD ON THEM."
STYLE: ORTHODOX BOXING
ORIGIN: U.S.A.
HEIGHT: 198 cm
WEIGHT: 102 kg
SURE-KILLING TECHNIQUES
Double Strength Turning Punch
Dashing Straight Punch
Dashing Upper Cut
Head Butt
STRENGTH
SPEED
GRAB
THE WORLD WARRIOR